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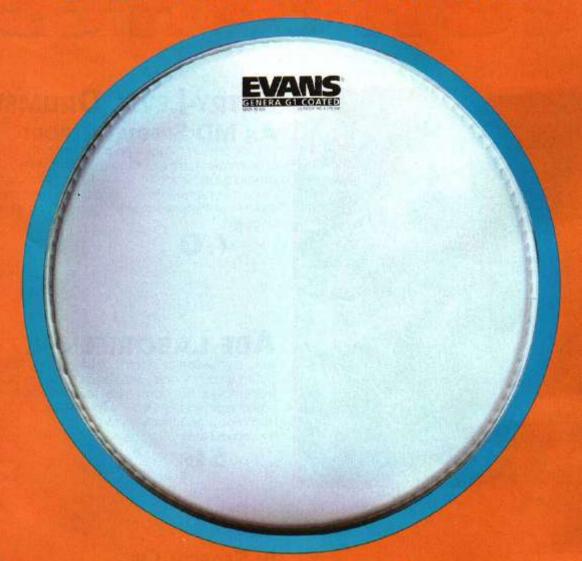
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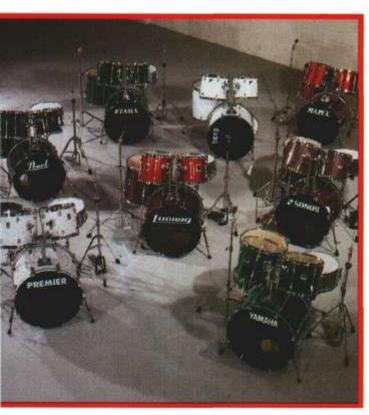


photo by Jim Esposito

ENTRY-LEVEL DRUMSETS

AN MD SPECIAL REPORT

You're about to make your first important purchase as a drummer: a serious drumset. (Of course, we mean after a subscription to the world's most widely read drum magazine.) Have no fear, our in-depth look at today's entry-level market will help you make the right decision.

ABE LABORIEL JR.
Sure, as the son of a first-call LA bassist, Abe Laboriel Jr. got to watch Vinnie, Jeff, and Gadd lay down timeless studio takes. But don't think for a minute this rising star hasn't earned his credits with Jeff Beck, k.d. lang. Seal, and a host of other top stars. by Robyn Flans

IN SEARCH OF THE PERFECT DRUMSTICK

Choices, choices, choices. Is there really such a big difference between all those new models crowding the racks? Glad you asked! In this exclusive investigation, MD taps, measures, records, and pontificates about that magical, elusive, "perfect" drumstick. by T. Bruce Wittet

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New From The MD Library



This month, I'm happy to present the latest addition to the MD Book Division, a new title called Cross-Sticking Studies.

I originally wrote Cross-Sticking Studies back in 1976, one year prior to the start-up of *Modern Drummer*. The book was released by a prominent drum method publisher, but eventually went out of print when that publisher's catalog was sold. Over the years, I've continued to receive inquiries from players and teachers regarding the whereabouts of the book—so many that we recently decided to update the content, revise the layout, and rerelease the work under the MD Library banner.

Cross-sticking is a somewhat specialized technique that involves moving from one drum to another with the hands crossing over one another. By its nature, Cross-Sticking Studies isn't really for beginners, but rather for intermediate and advanced players with basic solo skills who are looking to add more rhythmic and visual interest to their solo work.

The cross-sticking technique has been used for years by master technicians like Buddy Rich, Louie Bellson, Joe Morello, and Ed Shaughnessy. Unfortunately, students are oftentimes left bewildered when viewing cross-sticking patterns played so

rapidly by those proficient with the technique. Most of the time, it's nearly impossible to fully grasp what the artist is doing. Cross-Sticking Studies clears away all the mystery through a series of progressive exercises designed to help drummers understand the technique, and develop a good measure of facility with it.

The book incorporates four basic cross-sticking manuevers within a framework of 8th notes, 16th notes, and triplets. Nine varied stickings are used, which, when combined with the four cross-sticking moves, offer hundreds of interesting combinations that can add visual interest and flair to a player's solo work. We think students and teachers will find Cross-Sticking Studies a welcome addition to their library.

My thanks go to Bill Miller, Adam Budofsky, and Rick Mattingly for their skillful editing, proofing, and engraving assistance, and to Scott Bienstock and Joe Weissenburger for the creative layout and cover design. And finally, my thanks to all of you who requested that Cross-Sticking Studies be released once again.

modern mmer

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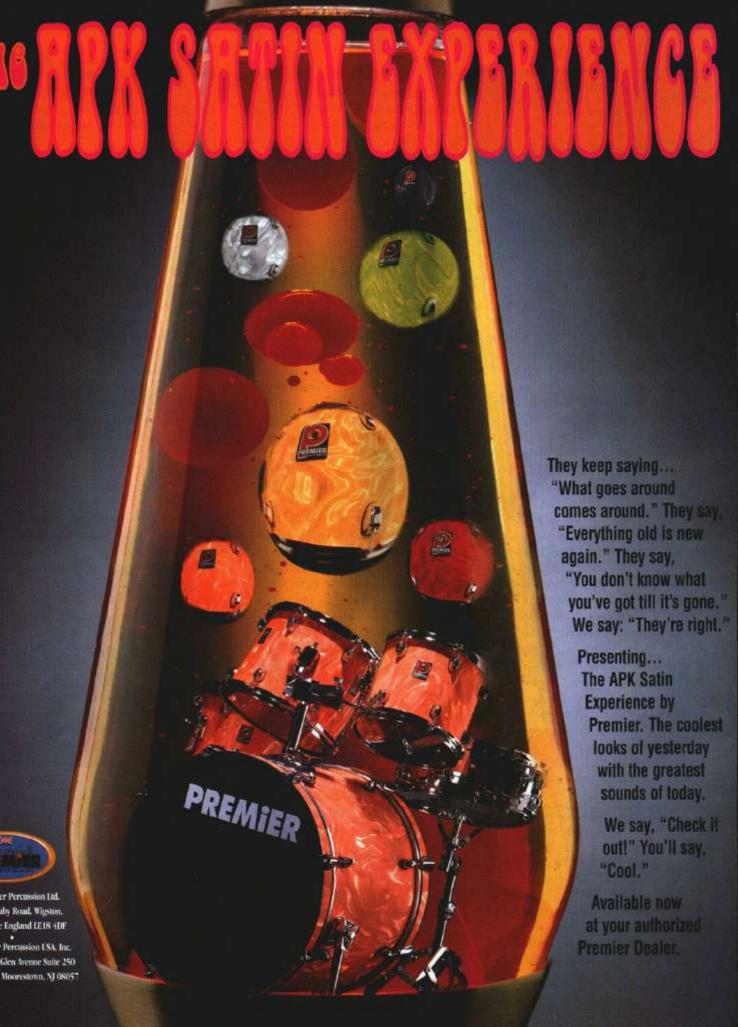
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READERS' Platform

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KENNY ARONOFF



Congrats to Rick Mattingly for an insightful, well-written, and enjoyable article on Kenny Aronoff. I've been drumming for eight years, and I vividly remember practicing to a number of

Kenny's recorded performances. He is truly one of the best rock drummers of our era. His dedication—not only to the drumkit, but to his employers—and his willingness to "accommodate" those he works with make his music and style even more impressive. Rock on, Kenny!

Andy Borisa Cleveland, OH

I just read the article on Kenny Aronoff in the November '97 issue, and I'm floored by the amount of work that he has done recently! The man is a workhorse! I always admired his playing with Mellencamp, and I was aware that he had done "some" session stuff. But playing from 12:00 noon to 5:00 A.M. with different artists takes the cake. My hat's off to Kenny. He has become a newfound inspiration to me and has shown me that it's not only about the love for music, but also the importance of commitment and ethics.

Mike Hill Phoenix, AZ

LOUIE WEAVER

Thank you for recognizing the talent and dedication of Petra's Louie Weaver [November '97 *MD]*. For those not into the Christian music scene, Petra is loosely the Christian equivalent of KISS in regards to longevity, influence, and continuous stylistic upgrade year by year. One gains a new

respect for Weaver's versatility if one listens to any three Petra albums at random (especially if *Beat The System* is among them). He's a man who has truly dedicated himself to his craft without sacrificing "the song" or the band's pop sensibilities in the process. Thanks again for spotlighting such a great drummer!

Bill Dox via Internet

The Louie Weaver article truly inspired me to keep trying harder to reach my full drumming potential. The fact that Louie has been my idol in the drumming scene since I first heard the *Wake Up Call* album a few years ago made it that much more inspirational. I've only been drumming for five years, and I can honestly say that the combination of Louie's stand for the Lord Jesus Christ and the awe-some talent God has given him makes him the best drummer I've ever heard. Thank you for taking the time to interview such an outstanding musician.

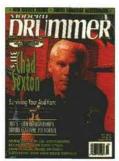
Corey Forsyth Cartersville, GA

To see Louie Weaver in the world's best drum magazine was a real treat! I play in church each week, and I could really relate to Louie's responses about being a Christian drummer. Robyn Flans asked many of the same questions I would have if I had done the interview!

Thanks for recognizing Christian drummers and their work for the Lord. Sometimes it feels like we're not appreciated. Keep up the great work.

Jeremy Thornton Amarillo, TX

CHAD SEXTON



Great job on the Chad Sexton interview in the October '97 issue. It's about time Chad got what he deserved: winning #1 Up & Coming in the '97 Readers Poll. I started listening to 311 about two years ago, and

from the first second I heard Chad play, I was

impressed. He gets a great sound out of his kit, and what he plays is both creative and appropriate for the song. Congratulations, Chad; I've been waiting for someone to give you credit.

Jim Rotoli via Internet

RESPONSE TO KNEGTEN

In response to Paul Knegten's letter about Silverchair's Ben Gillies [Readers' Platform, Oct. '97 MD]: A bit of the green-eyed monster, eh? Let's get one thing straight: There are all types of drummers, and trying to categorize them in the '90s is a futile effort. Drummers are all talented, no matter what type of music they play. Simply because a drummer did not practice rudiments does not make him/her a "lazy, mediocre" drummer. Rather, if you think about it, they have to come up with different ways to do the things great technicians like Messrs. Weckl, Peart, and Gadd do.

I have seen Silverchair in conceit and on video, and master Gillies comes across to me as a powerful, passionate young man. His playing reflects this. It is unfair to judge him as untalented, or to judge the band as a Nirvana clone. Perhaps the root of Mr. Knegten's attitude is that another seventeen-year-old is doing well in the music arena, while he is not. I have no doubt that young Mr. Knegten can succeed and achieve his goals, but he should not be jealous of the success of others in the meantime. *Modern Drummer* would not have included an article on Ben Gillies if he were not noteworthy.

Mr. Knegten, if you wish to help break the stereotypes of your generation through drumming, then keep practicing, quit complaining, and make it! Mr. Gillies did, can you?

Kevin Siegel via Internet

Regarding reader input in past months about drummers like Ben Gillies, Chad Gracey, and Jim Sonefeld: In a day where so many children drop the instrument for fear of failure or embarrassment, there's just no room for this type of garbage. I'd like to know when playing stopped being fun and became a contest. I am a drummer of fifteen years' experience. I learned rudi-



mental drumming to improve my playing and speed, but I started like anyone else in the "2/4 and 4/4 mode."

If a drummer provides a good foundation for his band and plays with a lot of conviction and spirit, who the heck cares what time he plays in? If you don't like it, don't listen to it, but this slamming has got to stop. Who cares if Chad Gracey never took a lesson? That's his problem. If you've got "the magic," let your fingers do the talking!

> Brian Lockwood Albion, NY

(Nice job, Robin Tolleson.)

I was first exposed to El Negro through Ken Ross's Up & Coming article on him in the October 1995 issue of MD. Since then I have seen El Negro three times in clinic (my fourth is coming up), and he gets more impressive every time.

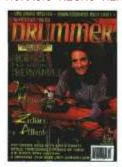
Special thanks to the people at Modern Drummer who were responsible for having El Negro at the MD Festival Weekend. And thanks a million for making the festival available on video. Viva El Negro!

Isidore (Izzy) Lopez Miami, FL me through this very difficult time. It couldn't have happened without you guys. Many others offered invaluable assistance and support, including Tris Imboden, Ed Shaughnessy, Steve Smith, Frank Briggs, Hal Blaine, and those who helped organize a benefit on my behalf: Annie, Angle, Shawn, the Smart Family, and so many others. Thank you, guys, for getting me through it. And special thanks to Robyn Flans for getting this ball rolling.

Ed Eblen

Los Angeles, CA

HORACIO "NEGRO" HERNANDEZ



Thank you so much for the awesome article on Horacio "El Negro" Hernandez in your September '97 issue. I enjoyed every sentence that I read in this welldocumented article.

THANK-YOU NOTES

A while back I had the very unfortunate experience of having all my drum gear stolen out of my van. Since I'm a full-time working drummer, I had to resolve this problem ASAP. I was amazed to find how many people were so willing to help me. I would like to say a special public thank you to Jim Keltner, Ross Garfield (the Drum Doctor), and Lee Smith for the equipment that helped

Gregg Bissonette and I started out on our 1997 clinic tour not expecting to run into any trouble. We were wrong. A few hours before the first Dallas clinic, we stopped off for a quick lunch. Thirty minutes later, we walked out to find our rental car with two broken windows. Two bags were missing, and one of those contained Gregg's pedals, effects cymbals, and DAT tapes for the clinics. I immediately called Scott Garrison at DW for a replacement pedal, and I was able to take one out of store stock. Gregg called Brent Anderson at Zildjian, and we had replace-



ment cymbals for the rest of the week. I would like to publicly thank these two guys (and their companies) for their help in this emergency situation. Thanks, also, to Dani and June at the Dallas MARS location for their patience, as we used most of our set-up time to dumpster-dive (in vain).

Gregg also deserves praise for pulling the rest of the week off without a hitch. He is truly a professional.

Josh Touchton National Sales Manager Mapex USA, Inc. Nashville, TN

STEWART'S RIDE REDUX

In response to Jeff Haas's question regarding Stewart Copeland's ride cymbal [It's Questionable, September '97 MD]: It is important to note that Mr. Haas is inquiring about "the ride used during the early days of the Police." I am quite certain that the ride Stewart used (certainly for their first record) was an A Zildjian, most likely a 20" medium ride. The equipment list cited in MD's answer came from the October '82 issue, some four years after the Police's first record. In fact, although Stewart Copeland was never a Zildjian endorser, the rarely seen "Roxanne" video features Stewart playing a Ludwig drumkit with Zildjian cymbals.

As musical instrument manufacturers, we have a responsibility to consumers when it comes to product questions like this. As such, I wanted to be as accurate as possible. I am also a *big* Police fan myself. I hope this information is useful.

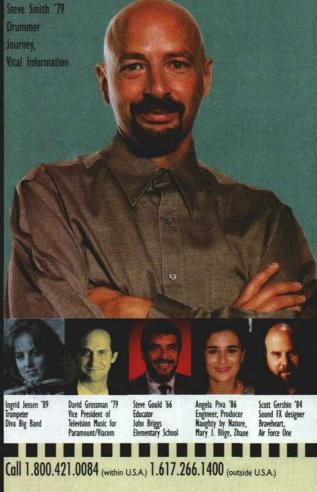
John DeChristopher Director of Artist Relations & Marketing Avedis Zildjian Company Norwell, MA

Editor's note: In the past months we have received lots of reader mail pointing out that our identification of Stewart Copeland's ride as a Paiste Rude model was accurate only for the later period of the Police, and not for the "early days." Those same letters have included statements of absolute certainty to the effect that Stewart's "early" ride was a Paiste 602...a Paiste 2002...a custom-made cymbal from Paiste's Sound Creation series...and now an A Zildjian medium ride. Stewart, if you're out there....

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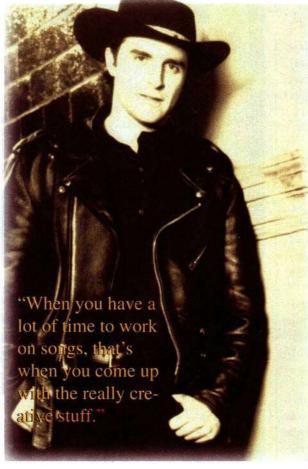
From production and publishing to promoting and performing, Berklee has state-of-the-art facilities and offers over 650 courses in 12 majors... next subject?

Brendan Hill

Some bands would have felt a lot of pressure following up an album that sold six million copies and spawned two Top-10 hits. But Blues Traveler took a deep breath, released 1996's *Live From The Fall* to bide some time after the enormously popular *Four*, and vowed to be well-armed with new material when they returned to the studio.

"I live in Seattle now, and we took a month to work at NAFF, Soundgarden's old studio," drummer Brendan Hill says in his lilting Irish accent. "We wrote twenty to twenty-five new songs, and we did this sort of round-robin thing where I could say, 'Okay guys, here's my idea for a song.'" Guitarist Chan Kinchla would be up next, then bassist Bob Sheehan, and then singer John Popper. "We'd just keep going around until we each had a chance to get all of the songs out of our heads."

The band took another month at Bearsville Studio in Woodstock, New York, before finally starting to record last January. Out of thirty new tunes, thirteen made the cut on *Straight On Till Morning*. "Great Big World" and "Business As Usual" hold a special place for Hill, since he co-wrote them. But he says he's pleased with his work throughout the album. "I'm proudest of the variety of different grooves and flavors," Hill explains. "I've always been a



big Zeppelin fan, and it was great to play a groove on 'Carolina Blues' that has that big kick drum and laid-back feel, with some nice fills going into the chorus. Then you go into a song like 'Felicia,' which has kind of a Latin feel or a '40s flavor to it, and that's completely different. When you have a lot of time to work on songs, that's when you come up with the really creative stuff."

An Irish citizen, Hill moved to this country with his family at the age of six. He started playing the drums in grammar school in Princeton, New Jersey. Hill met Popper when they were both freshmen in high school, and they've been playing together ever since. Next up, Blues Traveler will play themselves in the sequel to the Blues Brothers movie, and will follow a tour of Europe and a few dates on the H.O.R.D.E. festival with their own headlining tour.

"One of the reasons we didn't do the whole H.O.R.D.E. tour this year is that you only have an hour and fifteen minutes," Hill says. "You feel like you have to play your hits in order to give the crowd their money's worth. I'm looking forward to playing our own two- or three-hour shows, so we can play the hits as well as some of the weird stuff, and everyone can walk away with a smile."

Jim DeRogatis

Straight on And Vow

Ben_Perowsky Jazompass

ou'll have to excuse me, I'm a little fried," says Ben Perowsky.

And for good reason: 1997 has been a frenzied (albeit very productive) year for the New York-based drummer, finding him performing and recording with a multitude of artists, spanning many musical styles. "I've got four or five different burners cooking at all times," he says, "which is cool because it keeps me balanced."

His main focus, the Ben Perowsky Trio, was born in the summer of '96 when, after years of helping others realize their musical ideas, Ben acknowledged that he "needed an outlet where it was my vision of what I'd like to do and tunes I'd like to write." The trio, which includes bass and saxophone, "is jazzy but on the free side of things," sculpting Ben's compositions (written on piano) into meditative, hard-swinging improvisations.

Perowsky is also a founding member of Lost Tribe, a cohesive yet eclectic mix of jazz and rock in which all four members contribute ideas for tunes. Their sound includes, at different times, furious odd-time grooves, psychedelic swing, pretty Latin melodies, and funk from outer space. "We just took all our influences and put 'em in a big stew," says Ben, whose drum parts in the band, often composed of quick, energetic snare/hi-hat exchanges, even hint occasionally at "drum & bass" patterns. Both Lost Tribe and the Perowsky Trio have recently recorded new LPs.

Drastically different from these two bands is Elysian Fields, the brainchild of singer Jennifer Charles and guitarist Oren Bloedow. Ben describes their mellow rock songs as "harmonically interesting and on the dark side," adding that "to play slow and soft and make it really groove is a nice challenge for me."

In the straight-ahead jazz arena, Perowsky's recent collaboration with Pat Martino, playing on two tracks of his new guitar duets LP, was a high point in his career. "It was great to play with Pat," he recalls. "We instantaneously hooked up...he's the master."

As if all this were not enough, Ben also finds time to play in trumpeter Dave Douglas's group, and to perform now and then in a jazz combo with his father, sax and woodwind player Frank Perowsky. "I listen to a lot of different kinds of music," says Ben, "and sometimes I'll be more involved in one style than another, which keeps me on my toes. If I keep open to all the different possibilities, then I can stay happy."

Michael Parillo

BIG BACK FORTY'S PAT MCGANN

GOTHIC COUNTRY?

ne spin through Big Back Forty's debut release will introduce you to a brilliant album filled with a tremendous blend of rock 'n' roll and country music. So it might shock you when you hear this: "I have a deep-seated fascination with gongs. I'm gonna work a gong into whatever we do, call it gothic-country."

And drummer Pat McGann is not kidding, considering he purchased a 28" gong right before the release *of Bested*.

For McGann the gong is just an extension of his early listening days, though. "I love Keith Moon, not just because of his drumming, but because the Who are the perfect definition of rock 'n' roll," McGann explains. "The big gong, a lot of drums, playing a lot and playing silly stuff—I thought he was the perfect rock drummer.

"But I've really stopped listening to drummers and started listening to the song," Pat insists. "Now I just try to play what's best for the song and not try to throw in every lick and chop that I have." This approach has certainly fit perfectly with the musical stylings of Big Back Forty. "I don't want to write a part that's going to be too hard to play live," he says. "I want to hit hard and I don't want to worry about missing a tricky middle eight. I don't want to get bogged down in too much thinking."

Although *Bested* is laced with pedal steel guitar, it's Pat and his brother, bass player Steve, who give the band their rock 'n'. roll flavor. "I think the country part of the band is just the way [singer/guitarist] Sean's or [guitarist/singer] Barry's guitar sounds. The rhythms that Steve and I write are rock. I don't like country music; I've never listened to it. If the band started sounding country to me, I wouldn't be into it. The only thing I want to do is get some sort of rock feel into these songs."

David John Farinella

aews.

The feature film *Hype!* (Republic Pictures) features lots of "early" Seattle scene footage, including clips of **Dave Grohl** with Nirvana, **Dale Grover** with the Melvins, and **Matt Cameron** with Soundgarden.

Shawn Mullen is on the Stickmen's *Life Colored Green* (911 Records).

Frank Ferrer is on Love Spit Love's latest, *Trysome Batons*.

Ex-Kraftwerk percussionist/electro-expert **Wolfgang Flür's** new project is called Yamo, and their new album on Hypnotic Records is called *Time Pie*.

Cyro Babtista's solo album *Vira Loucos* (Jasrac) features the percussionist and several downtown heavies interpreting the music of Villa Lobos.

Sim Cain is on David Poe's new, self-titled release (Sony/550 M $\,\mathrm{u}\,\,\mathrm{s}\,\,\mathrm{i}\,\,\mathrm{c}$) .

Don Brewer is on the re-formed Grand Funk Railroad's new live album, *Bosnia* (EMI-Capitol).

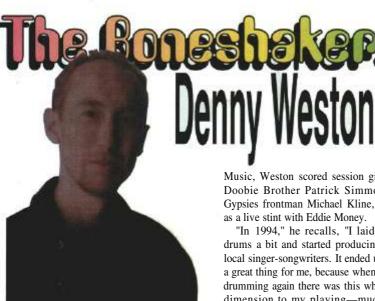
Poncho Sanchez' latest as a leader is *Freedom Sound* (Concord Picante).

Alex Gonzalez is on the new Mana album, *Suenos Liquidos*. An extensive tour is in the works.

Forrest Williams is on the debut album from Big Wreck, In Loving Memory Of....

Dave Armstrong is currently doing dates with Size 14 in support of their self-titled debut album.

Long-time R.E.M. drummer **Bill Berry** has quit the band. The three remaining members will continue working on a new album, No replacement for Bill has been named.



enny Weston Jr. loves his new gig. "This is the first band I've been in that really plays this style of music right on," he enthuses of the Boneshakers' winsome hybrid of barroom blues, percolating funk, and scorching rock 'n' roll. "Before it was always a copy. This is the real deal."

Weston should know the real deal when he hears it, having been raised in Baltimore by a professional bass-playing father who inculcated in him the earthy grooves of '60s R&B. "Back in the day," Weston explains, "big singing groups like the Temptations would come to town and hire a backing band for the night. When they came to Baltimore, my dad was the guy."

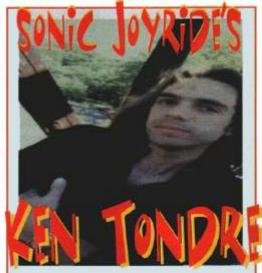
Like his dad—who the twenty-nineyear-old drummer fondly credits as his "biggest musical influence, period"-Weston did his share of fill-in jobs before joining the Boneshakers, a band that includes former Was (Not Was) members Randy Jacobs on guitar and barrel-chested vocalist Sweet Pea Atkinson. Not long after relocating to Los Angeles, where he honed his chops at the Grove School of Music, Weston scored session gigs with Doobie Brother Patrick Simmons and Gypsies frontman Michael Kline, as well

"In 1994," he recalls, "I laid off the drums a bit and started producing a few local singer-songwriters. It ended up being a great thing for me, because when I began drumming again there was this whole new dimension to my playing-much more musical, more attentive to what's needed emotionally for the song. Lyrical content is of the utmost importance in that style, so you can't be banging over the singer. It actually took me a. while to adjust from that to where I am now [with the Boneshakers]. I had to get my aggression back."

Weston's playing on the Boneshakers' recently released debut, Book Of Spells, may be aggressive, but not in the cymbalbashing, tom-tom-whacking sense. Rather, his refined rhythmic attack brings to mind both the smooth Memphis stroke of Al Jackson and the dexterous uptown panache of Steve Gadd. To take but one example, in "I Blew Up The United States," a retooled version of the Was (Not Was) hit. Weston's syncopated-yet-subtle hi-hat figure pokes holes in the verses without tripping up the groove.

"I try not to think in terms of technique or feel," Weston insists. "It just unfolds. The most important thing about playing music is being in the moment." And how do you get in the moment? "You don't get there," Weston counters with an almost Zen-like equanimity, "you are there."

Greg Siegel



ustin, Texas's Ken Tondre has always had a penchant for the unusual. But not even he Acould have dreamed of the circumstances he found himself in last June. After joining New Hampshire-based band Sonic Joyride, Tondre and his bandmates acquired a retired school bus, added a platform on top for performances, and fit it with a full sound system and a sixteen-track recorder. Now Sonic Joyride travels the country in their own bus/performance space, doing concerts wherever possible.

"At first it seems like a stunt, but after it's caught your attention you see that it's really good music and should be taken seriously,' Tondre says. "The music is different. In the last couple of years I have been playing with pop and alternative bands. With one band, I was just playing snare drum and bass drum and solid grooves throughout. I was looking for a situation where I could mix that groove experience with my training.

"When I first heard Sonic Joyride's record, I considered it more of a progressive record," the ex-Berklee-ite says. "Over the years I've learned about simplicity and allowing the music to groove. On the next record, I really want to groove and concentrate on the Jeff Porcaro side of things, but sprinkle some more technical things in there when they're called for."

The tour has been hard, largely because of the lack of air conditioning, and while the elements have been tough on the humans, they've been even harder on the equipment. For that reason, Tondre, who normally endorses Ayotte Drums, had Fibes build him an acrylic set. He was particularly glad he made that decision the day he found a pool of water in his bass drum. "You take the good with the bad," laughs Tondre. "Mostly it's been really fun."

As soon as they stop for long enough, Sonic Joyride will be working on a new album.

Robyn Flans

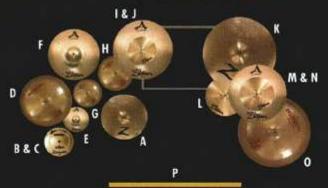


"Horacio represents a 'brave new world' in drumming."

Peter Erskine on Horacio 'El Negro' Hernandez

"Horacio represents a 'brave new world' in drumming: one which links the time-honored Afro-Cuban musical language to a previously unimagined set of skills. He plays with fire and intelligence, all from the heart, as well as those incredibly talented hands and feet! He has raised the bar for what it means to be an innovative and modern drummer."





Horacio's Santana Set-up:

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 D. 16" Oriental China Trash

- E. 8" A Custom Splash
- F. 16" A Custom
- Projection Crash G. 9" Oriental Trash Splash
- H. 11" Oriental Trash Splash
- I. 8" EFX#1 (inverted on top of 'J')

- J. 18" A Custom **Projection Crash**
- K. 22" Z Custom Power Ride
- L. 12" A Special
- Recording HiHats M. 10" EFX#1 (inverted
- on top of "N") N. 17" A Custom
- **Projection Crash**
- O. 22" Oriental China Trash
- P. 40" Gong

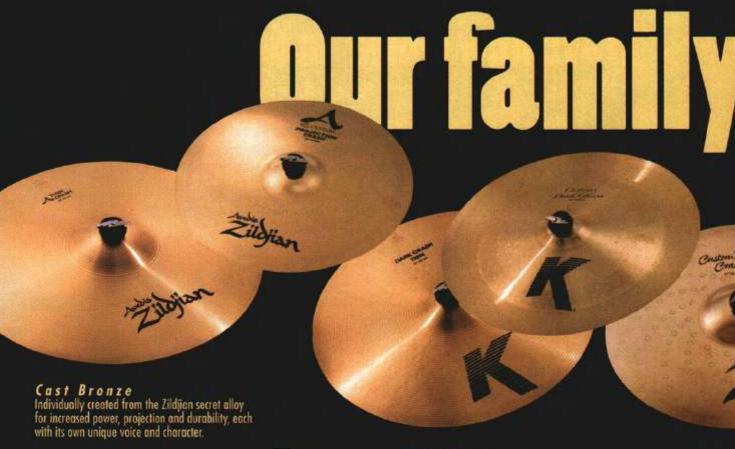
Horacio Hernandez on Zildjian:

"For latin-jazz you must have the right cymbal. The bell has the lead role in your playing, so the cymbal must have a great 'jazz' sound in the body but a bell that's clean and clear, with the right tone, for playing complicated timbale and cowbell parts."

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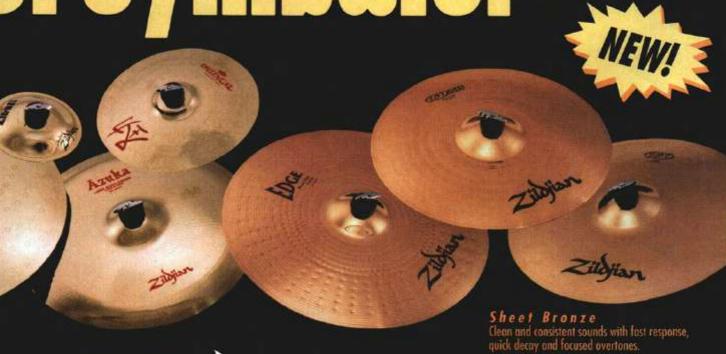


Peter Erskine



Steve Gadd

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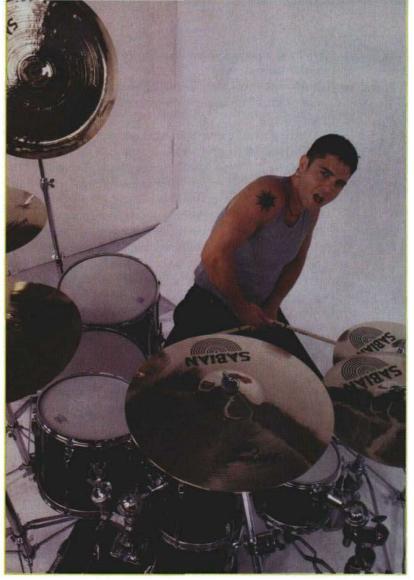
MP: Did you have much opportunity to learn and grow as a musician in Israel?

NZ: A lot of people think there's nothing but struggles in Israel, and there *is* a lot of that, no question. But you'd be surprised, from the size of the country, how many great musicians we have over there. It's not just drummers. It's bass players, guitar players, keyboard players, engineers—equal to any international-level player from America.

Of course, I didn't have the opportunities a kid in America would have to see shows and see all the great players. In my time, we didn't even have the instructional videos. Fortunately, we had access to all the music from around the world. Almost all the good stuff in America, you can get over in Israel. So I just played to and learned from records.

At the same time, I was really lucky because I had a great teacher named David Rich—a Jewish-American guy who had moved to Israel. He had studied years ago with Joe Morello. Before that, I studied with one of David's first students in Israel, a guy named Saul Sovel. He turned me on to music, in general, when I was twelve. He got me into the Music Minus One big band tapes, and I was totally into jazz. I thought for sure that I'd have a career as a jazz drummer.

At the time I started studying with David, I began playing with other people. By the time I was fifteen years old, I was playing in clubs and making a living playing drums. I always played with people much older than me; I was always the baby in the band. Now I'm thirty, and I'm



"PEOPLE SAY,
'OH, YOU'RE BIG
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still the baby in the band.

MP: Why do you think you've always played with musicians a lot older than you?

NZ: I think it's partly my personality, and partly because I'm from Israel. In Israel you have to go into the army when you're eighteen, which I did. I didn't have a choice. But I was really a troublemaker in the army, so finally they got me into the army radio station. It was almost like I had a day job. They finally got tired of me and let me go, but I was there for two and a half years.

During my army service, when I was about nineteen, I got a gig with Y'udah Polikr, who's still very well known in Israel. It was as good a gig there as if you got a gig in America with Bruce Springsteen. I toured with Y'udah and did three albums with him. I ended up playing with him until I was twenty-five. While I was playing with him, all the

people in the music scene started to learn who I was, and I got a lot of studio work. Even though I was "on the road," Israel is such a small country that I could still be at home and do other things. I did lots of albums—maybe forty or fifty, I have no idea. So I had a lot of studio experience, and I guess that's what convinced Tony Banks and Mike Rutherford to listen to me.

MP: Is that how they discovered you, by hearing you on other records?

NZ: Well, it wasn't like Tony Banks and Mike Rutherford just called me one day out of the blue. By the time I was twenty-five, I had realized I had played with all the greatest musicians in Israel. I had had a great time and had learned a great deal, but I had this inside feeling that I should move on. So I left Israel and went to New York. I chose New York because I had been following what



has been going on in music all over the world—Europe, the East Coast, the West Coast—and I was especially liking all this soul music, so I was just burning up to go over there.

There is a bass player from Israel named Yossi Fine who's very successful in the States. He's played with Lou Reed and David Bowie, and he just did a tour with Me'Shell NdegeOcello. When he left Israel, I had just started getting into the scene. And when he came back to Israel to produce an album, he wanted to use me for the record. We had a great time on it, and I asked Yossi, "So, what do you think about me going to New York?" and he said I could go over there and just close my eyes and play.

When you grow up in Israel, you hear about places like New York, but there's this stigma about going over there. People say, "Oh, you're big here in Israel, but there are thousands of players like you in New York." But this is not the truth. I went to New York totally believing in myself. I had my own thing going on, and if nothing happened, I figured at least I'd learn a

lot—which I have. In Israel, I was a first-call player. But I figured I would have to start all over in New York. I was sure most people had never heard of me. Some people probably didn't even know where Israel is. But I was in New York only two weeks before I joined this band called the Hidden Persuaders. I played with them for three and a half years.

It started out as this typical New York alternative funk-rock type of a band, and we were playing out all the time. At every show, people would give me their cards, and later they would call me. I started playing sessions around New York and building my reputation over there. I started hanging out with people who I had only known before from the music magazines—great drummers like Robbie Rodriguez and Van Romaine. I played with the Groove Collective a little bit, and I did a project with Dan Reed.

Then I did a project with a wonderful singer named Allanah Davis. If you listen to that record and the Genesis record, it sounds like two different drummers. Even now, I'm very upset that I'm not going to

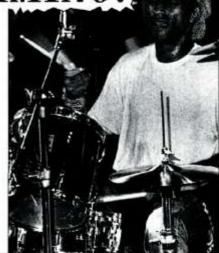


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be able to play in Alannah's band, because she's going to do live gigs. It's great players and great music, but Genesis is a very different scene. I have this problem because I'm a very versatile player.

MP: You call that a problem?

NZ: I don't mean it's a bad problem. You'll have to forgive me because my English sometimes is not so good. What I mean is it's a problem in a way, because you always have to give up something. Many players are known for one style of music. They are very good players, and that style comes very easy for them. But I just love great music no matter what style. Of course, working with Tony and Mike now is a blast. It's unbelievable. You have to make decisions sometimes, and Genesis is an incredible opportunity. But it also keeps me from New York and performing with so many wonderful musicians. I am very fortunate, though, because all this time, ever since I was in New York, I've made a living playing drums.

MP: So what, exactly, led to the gig with Genesis?

NZ: The Hidden Persuaders played a

showcase at SIR in New York, and Genesis's manager, Tony Smith, was there. He spoke to our publishing company in New York and asked about me when Genesis was looking for a drummer. I had just left the Hidden Persuaders, which was difficult for me because I really loved the band. But I was tired of the alternative thing, which became fashiony and commercial.

For a long time, I had given up my free-lance career for the band, and we spent so long trying to get signed. It was frustrating, because I had all these A&R people and even the head of a major company telling me I played *too well*. They said I needed to be a little more "grungy" or whatever. But my life's never been "whatever." I know where I'm going and what I want to do. I always wanted to play the music that made me happy, but I got very tired of all the other stuff, like running around in the winter to play for three people at the Lion's Den.

MP: And that led you to Genesis?

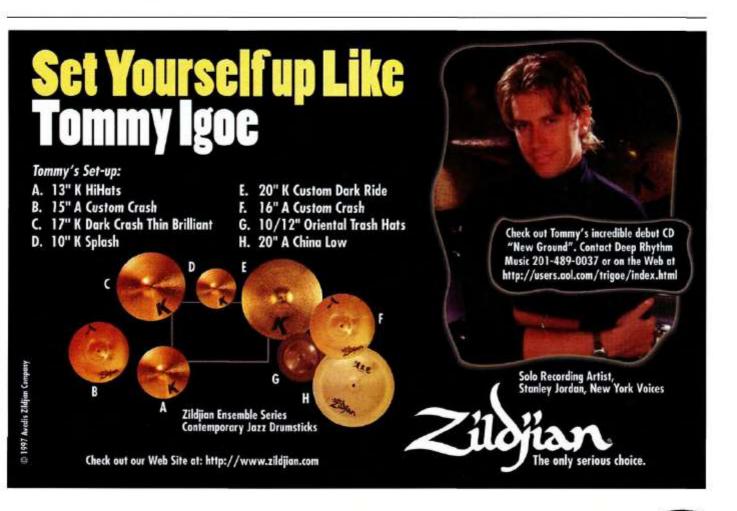
NZ: Tony Smith remembered me from the showcase. He talked to our office in New

York, and our management told him I had left the band because I was tired of it. And that was true. I mean, I'd play a show with Hidden Persuaders that nobody would see, and then the next day I'd do a session at the Power Station with all these great musicians. I was getting paid, and even though that's not the issue, you get confused.

Plus I had offers all the time. I auditioned for Joan Osborne, just for fun. I didn't even know the songs. After the audition, the manager came up to me and said, "I'm begging you. Go learn the songs. I want you to do this gig." But I didn't because he told me I'd have to leave my band for three months to go on the road with her, and I couldn't leave my band like that. But I had offers like that all the time. My name was out there before I hooked up with Genesis.

MP: So speaking of Genesis....

NZ: Tony talked to the management of Hidden Persuaders, and they told him, "Look, he's no beginner. He's been trying to get signed for three and a half years, and he has offers all the time." Tony's response, from what I heard, was that



things happen for a reason. He said Genesis was auditioning drummers and he wanted a tape of me with the Hidden Persuaders so he could play it for Tony and Mike. And that's what happened.

I got a call from our manager in New York, and I was convinced he was going to try to ask me to come back to the band, but he started asking all these weird questions: "How are you doing with your life? How are you feeling?" I said I'm fine, and he finally asked me, "How do you feel about playing with Genesis?" For me, it was like, "C'mon, of *course.*" Two weeks later, I found myself on a plane to England. That was almost a year ago.

MP: Did you have much time to prepare for the audition?

NZ: I asked them what I should do to prepare, because I was nervous. I got a message not to learn any of the old material—just come the way I am and play. Even so, I rented a music room every day and practiced my ass off. I just practiced to a bunch of different things to get my drumming tighter, to get my chops together, to feel tight with a click, and just to feel in shape.

When I got to the Genesis studio, which is this great country setting about an hour from London, they had a drumkit set up exactly the way I'd asked for. Tony Banks, Mike Rutherford, and Nick Davis, the producer, were sitting there behind the mixing board. They were very cool. They said they were going to run the music through the cans and that I should just play whatever I felt like. Over the next two days I played to something like twenty-two tracks. It was all new Genesis music, and some of the tracks were seven minutes long. But they didn't have vocals yet; it was all still very basic. There were some tracks where I had these very spontaneous reactions, which I guess they liked, because they wanted to redo them for the album. "The Dividing Line" was one of those.

They basically just let me go. They said, "If we're not stopping you, that's good. You're helping us to figure out things." I might be playing something on the hi-hat and they would ask me to try the same thing on the ride cymbal, stuff like that. But it's funny: Even when I played the record, I barely knew the songs. They

wanted to keep it fresh.

MP: It sounds as though they were working with you almost from the beginning, as if you were definitely going to play some role in the project.

NZ: Well, Nick Davis told me right away. But the other people, you know, they're very nice...but they're very English. They're not talking too much. They're very humble, but at the same time, they know who they are, and it took me a while to get used to that. I believe that they were checking me out to see how versatile I could be, which is what a Genesis drummer has to be.

At the end of the audition, Nick Davis told me I would be playing on the album. But they also had another drummer [Nick D'Virgilio] play on the album. He had auditioned before me, and they were sure he was going to be the guy. After I auditioned, Nick told me they would probably split the album between us. I said, "Okay, whatever you want to do," even though I knew inside of me, "Guys, you're wasting your time."

Now, I say that with all due respect to





the other guy. I mean, I never even met him, and I think he did a beautiful job on the album. But when you play twenty-two songs over two days of pressure, it's difficult to get into the mood of the songs right away. I felt that if I had been given even just a little more time, I could have played what they were looking for on *any* song.

After the audition, I went home to New York. I came back after a month and a half and recorded seventeen tracks in about two weeks. Tony and Mike really let me be myself. They only had one loop of a drum machine when I came in there, so they let me experiment.

I wouldn't consider myself a drummer's drummer, but there were some moments when I did some very spontaneous things. Tony and Mike either liked it or they would tell me—very nicely, you know—that they wanted me to keep it a little more basic. "The Dividing Line" was a lot like that. There's a lot of room to play some very tasteful fills, but when I tried playing something in a double-time feel, they thought it sounded better in a 16th-note feel. There's also a drum solo section, and

they chose one of the basic cuts.

MP: Tell me about the kit you're taking on the road.

NZ: I've been playing GMS drums for a long time, and they made a beautiful new kit for me. I'm also playing Sabian cymbals. With Genesis, I have a really big drumkit because I'm the only drummer and I need many different sounds. I might stay in the pocket for a whole song, and then play one really big drum fill. So I need the toms for that.

MP: Were you a Genesis fan before you auditioned?

NZ: I wouldn't consider myself a big fan. I did have some of the old albums, with Peter Gabriel on them, and I have so much respect for Phil Collins as a drummer and as a total musician. I saw him perform his own stuff around two years ago at the Meadowlands, and I was just blown away. He's not just a great musician, he's also a great performer. And when he played the drums, he played with so much style.

But Genesis was always there for me in some strange way, and although it might sound crazy, I definitely had the wish that I could work with those people at some time. I always thought it would be interesting to mix Middle Eastern rhythms with the music they write. My basic influences are Middle Eastern grooves.

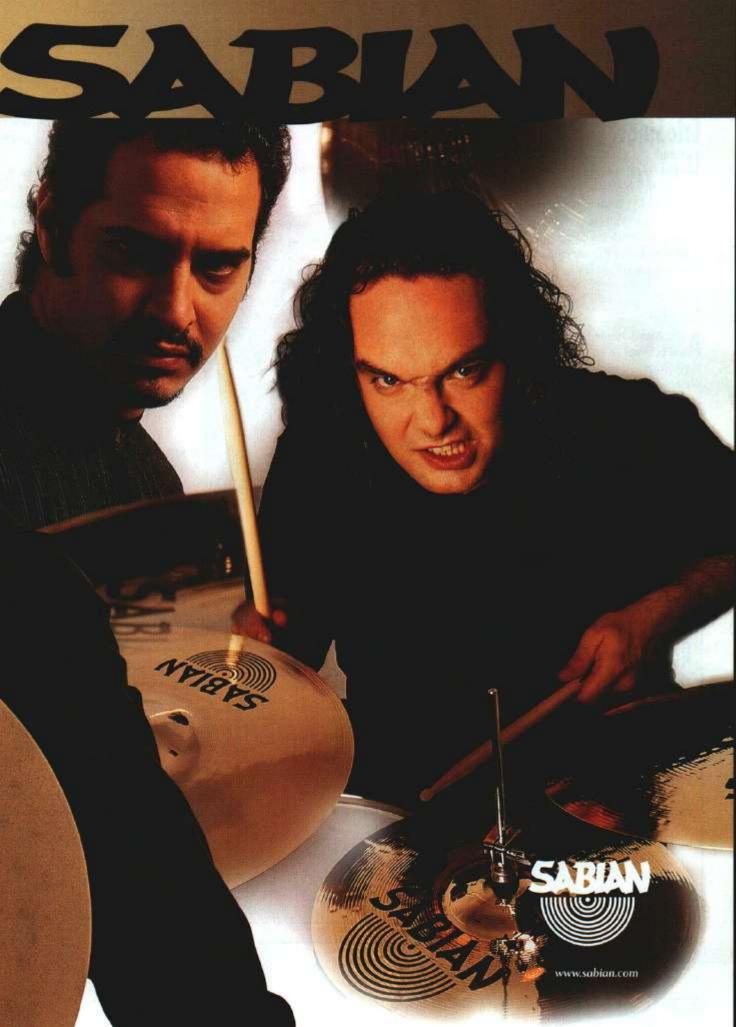
MP: Do you think your Middle Eastern roots had something to do with your success in America? Did it help set you apart from the crowd?

NZ: I do think it helped me find my way in America. One thing I told myself I never wanted to do was try to be an "American" drummer. There are so many talented musicians from all over the world who come to play in America and try to make a living here. But as soon as they get over here, they try to play like Americans. I never changed the way I held my sticks. I never changed the way I tuned my drums. Of course, I've changed over time, just like anybody else would do. But it's been because I've grown on my own, not to try to make myself sound more American.









Eric Singer

I'd like to know exactly what type of Attack drumheads you use on each one of your drums. Additionally, although I know you use Zildjian cymbals, I'm curious as to the exact models and sizes. I enjoy your sound, and I'm seeking the best way to approximate it.

Michael Grillo Somerset, MA

A The Attack heads I use on the tops and bottoms of all my toms are the *Terry Bozzio* models. They're singleply heads available in either clear or coated models. I tend to go with clear heads for live playing and coated heads in the studio. On the bass drum I use the *Terry Bozzio No Overtone* model, which has some muffling built in. I usually use a clear head on the batter side and a coated head on the front. I generally use either a hard

plastic or wood beater to get a lot of attack. But those beaters are hard on drumheads, so I add a Remo *Falam Slam Kevlar* protective impact pad on the batter head.

Sometimes I'll cut a 6" hole in the front

head, sometimes not. That depends on the situation. But I always try to get away with using as little dampening as possible—and ideally none at all. If I must muffle the bass drum, I'll use a small towel inside, or

sometimes a felt strip on the front head to reduce the overtone. But I prefer everything more open.

On my snare drum I use an Attack *Thin Skin* head, which is a two-ply head but uses thinner plies than some other two-ply heads. And I use a regular medium-weight snare-side head.

When it conies to cymbals, for studio work I usually use *A Custom* crashes, in 16" to 18" sizes. I like the way they speak in the studio, and they have a nice, fast decay. But they're not durable enough for me to use live. So on stage I usually use 19" Z *Custom Heavy Rock* crashes, which really project. I use a 20" *K Custom* ride for live, and generally a regular *K* heavy ride in the studio.

I sometimes use 8" EFX cymbals upside-down on my crash cymbals. They're all the same fairly heavy weight, but they still sound individually different. They're good for accents,

or for good bell sounds. I'll also occasionally use a *Zil-Bel*—in the larger of the two sizes available. For splashes, I'll use 6" or 8" *As* or *KS*. I try to do what Zildjian says about playing these smaller cymbals—striking them with a glancing blow instead of playing "through" them—and somehow they manage to survive.

I like to switch my hi-hats around all the time. For live playing, I tend to use some type of 14" *K* or *A* heavy bottom cymbal on the top, and a Z on the bottom side. In the studio I use a 14" *K* bottom, and an *Oriental Trash* on top! It gets a really cool, weird sound—very washy and splashy. If you don't need a real distinct stick sound on a closed hi-hat, but instead want a good spread, that combination works real well. I also use a 13" closed hi-hat sometimes, and for that I've had the same pair forever: a heavy *Platinum* on the bottom, and a heavy *A Brilliant* on the top.

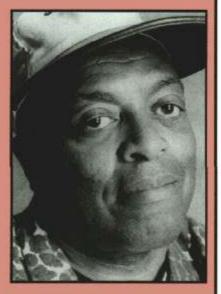


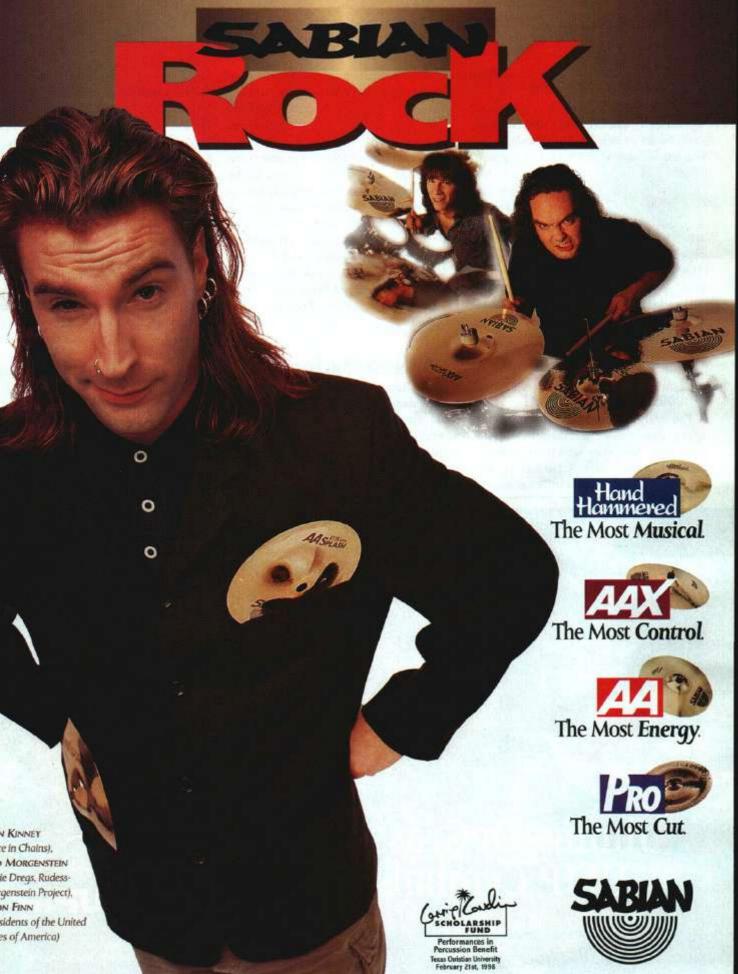
Roy Haynes

You are simply the best. The albums on which you've played have become a kind of "bible" for me. Could you describe in detail your cymbal setup?

Cassio Leite Vieira Rio de Janeiro, Brazil

A First, thanks for the very complimentary words. My cymbals are all by Zildjian, and my setup is as follows: To my left I have an 18" K thin Dark Crash, 14" K hihats, and a 20" K Custom Dry ride. To my right there's a 20" K Flat Top ride (or sometimes a 20" A Mini-Cup ride) and a 17" K thin Dark Crash.





IT's Questionable

Peart Transcriptions

Neil Peart transcriptions. I've heard of some books written by Bill Wheeler. Can you tell me where and how I can obtain them?

Jim Newman via Internet

ABill Wheeler created two Rush transcription books: *Drum Techniques Of Rush* (1985) and *More Rush* (1990). They are both published by Warner Bros. Publications. Check with your local drum shop or music dealer to order them through the WB catalog, or call Warner Bros, direct at (800) 628-1528.

Double Bass Pedals For Lefties

I'm a left-handed drummer. I am thinking about getting a double bass drum pedal, but I have only seen them arranged for right-handed playing. Do left-handed models exist? If so, who offers them? If

not, could you please tell me how to swap a double pedal from right to left?

Nathaniel Johnston via Internet

Converting a right-handed double pedal into a left-handed one is a very tricky proposition, and may be completely impossible without the addition or substitution of certain parts. Fortunately, you needn't be concerned with that, since "left-handed" double pedals are readily available. The 1997/98 MD Buyer's Guide lists models from DW, Engineered Percussion (Axis), Gibraltar, Ludwig, Pearl, Premier, Tama, and Yamaha.

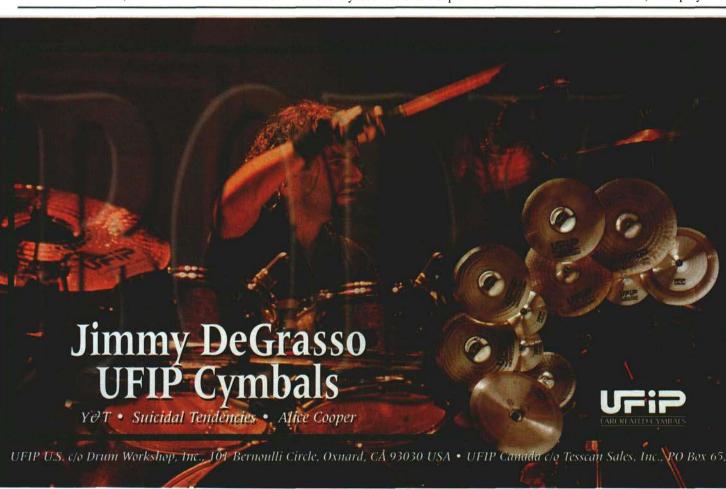
Bonham And Bass Drumming

John Bonham is one of my favorite drummers, and I was wondering if you could tell me some things about him. Did he ever take lessons? What kind of set did he play? I've noticed that he could play 16th notes on his bass drum; how did he do this? I've recently been able to keep this

rhythm, but I can't start it very fast. Bonham (and other drummers, like Carter Beauford and Jon Fishman) seem to do this rhythm on their bass drum with no problem! After months of trying to accomplish this, I can't get it! Is it just a matter of consistant practice, or is a double bass pedal the secret?

dankelian@aol.com via Internet

John Bonham was born into a working-class family on May 31, 1948, in the countryside of Worcestershire, England. Both of his parents supported his early predilection towards drumming (manifested on the usual pots and pans). They bought him his first snare drum when he was in grade school, and his first drumset when he was in his teens. There is no record of his ever having any formal lessons. He turned professional in the mid'60s, and in 1968 joined the New Yardbirds (later renamed Led Zeppelin at the suggestion of either Keith Moon or John Entwistle of the Who). He played



with that band until his death in 1980. His influence on rock drummers during—and since—that period cannot be overstated.

While with Led Zeppelin, Bonham played Ludwig drums. Over the years he used kits made of wood, acrylic (*Vistalite*), and stainless steel. He used a variety of Paiste cymbals.

Bonham never played a double bass pedal. His skill on a single Ludwig *Speed King* bass drum pedal was the result of both long practice and innate talent. Carter Beauford also has tremendous skill on a single pedal, but does use a double pedal. Jon Fishman uses a single pedal.

There is no real secret to developing single-pedal speed. Like hand speed, it's a matter of starting slowly and working up to higher speeds as one's skill improves. Yes, it does involve consistant practice. We suggest working out of Colin Bailey's excellent book, *Bass Drum Control*.

Pesky Paradiddles

I am a recently converted traditionalgrip drummer who picked up his sticks again after a long layoff for college and graduate school. This time around I'm trying to do things right: I'm working with a very talented instructor and I'm spending time whacking away at rudiments. My problem is paradiddles. To my ear, they tend to be uneven (primarily with the double strokes on my left hand) and slow. I know that time and discipline cure many ills, but are there any techniques or specific practice routines that might help alleviate my problem a little sooner than the ten years I envision?

Tim Hadden Arlington, VA

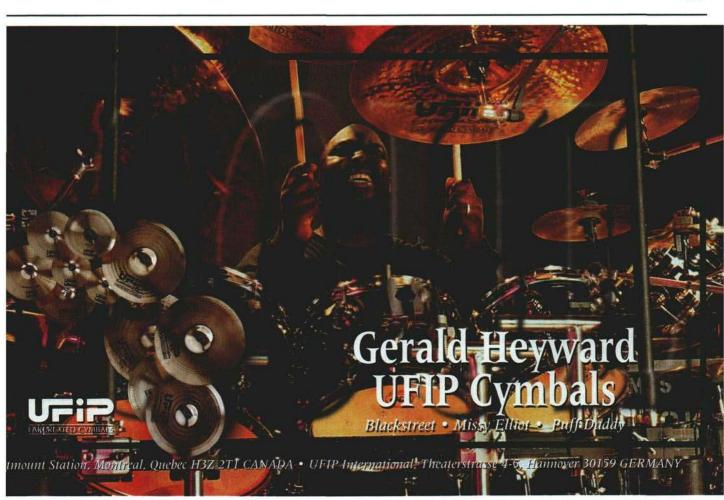
When you're trying to develop a complicated pattern, it's often helpful to break it down to its most fundamental elements. The problem with trying to develop the rudiments, however, is that they generally are pretty fundamental elements. Mastering them is a little like mastering the multiplication table: There's just no way to do it except to do it.

That being said, we can suggest a way to help you develop your skill at playing paradiddles. It isn't really a "short cut," since it involves developing another skill first. However, if you can develop that skill, it will help not only with paradiddles, but with any other sticking pattern that involves multiple strokes played with one hand.

The method is to practice repetitive single strokes, in increasing numbers, alternating from one hand to the other. You start with one beat per hand, then two, then three, and so on, until you reach eight beats per hand (visualized as groups of 8th or 16th notes). The usual rules apply: Start slow. Concentrate on even articulation and dynamics. Build up speed gradually. Stay relaxed at all times; if you tense up, slow down again.

If done properly, these "drills" will serve two functions: First, they'll increase the strength and stamina of each of your hands (especially your "weaker" left hand). Second, they'll improve your ability to incorporate multiple one-hand strokes into other playing patterns—like paradiddles.





A Little Traveling Music, Please... The Traveler System from Razorback

For drummers concerned with reducing the amount of time and effort spent on setups and breakdowns, Razorback Drums offers *The Traveler*. The system combines a five-piece Razorback drumkit with an ultra-light hardware rack that folds simply and quickly into two over-the-shoulder bags.

The rack and hardware are constructed of aircraft aluminum for strength, durability, and portability. A featured element of the rack is a tripod suspension system for toms that replaces RIMS mounts, tom arms, and clamps. The *UL600* package includes the five-piece kit, rack, mounting system, hi-hat, snare stand, bass drum pedal, and three cymbal extenders, all for a list price of \$4,265. The hardware system alone is priced at \$1,200.



My Drum's Harder Than Your Drum

Chris Brady & Craftsmen Snare Drums

If you're looking for something exotic in the way of a snare drum, you might need to look no further than...Australia. Yup, outback drum designer Chris Brady is back with a new operation, making drums from indigenous hardwoods of Western Australia for sale in the US. CB&C cuts and processes all of its own timbers, and can therefore offer ply drums made with jarrah and brown mallet, and block-shell snares of jarrah, she-oak, and lemon scented gum.

Due to the hot, dry climate in Western Australia, the timbers there are very hard. (Jarrah is more than 50% harder than rock maple, and brown mallet is twice as hard as that.) This gives the timber unique tonal and resonant qualities. Drums made from these woods are characterized by their low tones, with great volume and cut. CB&C capitalizes on these qualities by also offering *Dry Timber Series* wooden lug casings, made of jarrah—said to reduce metallic overring in the drum.



Pump Up The Volume...Affordably Shure 10A and 16A Microphones

Drummers facing the need to mike their kits—but who have a small budget to work with—should check out these "value-oriented" models from Shure. The WA is a cardioid dynamic mic' suitable for use on drums (and vocals). It's equipped with a neodymium magnet, a locking off/on switch, and a rubber isolation mount, and has a frequency range of 80 to 12,000 Hz. It carries a suggested list price of \$37.80.

The *16A* is a battery-powered condenser said to provide fidelity and output ratings among the highest in its price and product category. With a smooth, flat frequency response from 50 to 15,000 Hz, the mic' should prove useful for hi-hat and overhead cymbal applications. A single AA alkaline battery provides the unit with more than 1,000 hours of operating time. The *16A* lists for \$101.30.



SHURE



Opus snare drums, from left: 6x10 8-ply maple (top), 6x12 10-ply maple, 7x14 steam-bent red oak, and 3½x14 white ash stacked-segment shell

Yet another entrant into the field of custom drum builders is Opus Drums. The two-person company is dedicated to creating handmade drums tailored to the customer's creative composition requirements. They specialize in steam-bent and stacked-segment shell snare drums and maple ply snares, toms, and bass drums.

Extensive consultations take place prior to any work being done, in order to determine what the customer is looking for in sound and finish. Then the drums are made, with special emphasis on hand-finished bearing edges and snare beds. Finishes are available in hand-rubbed oil, lacquer over virtually any color, veneers, or plastic coverings. Standard features include 2.3 mm hoops, RIMS mounts, and die-cast lugs and bass drum claws. Options include tube lugs and die-cast hoops.

We Can Use All The Help We Can Get

Sound Shields, Drum Mutes, and Cymbal Targets from Drummer's Helpers

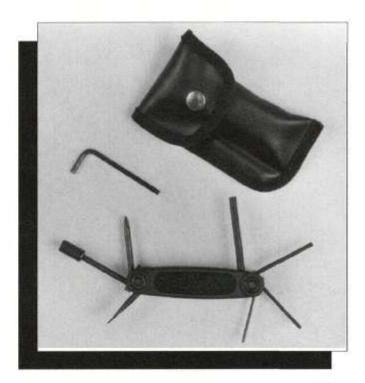
If controlling the volume level of your performance or practice is a problem, Drummer's Helpers might have the answer. For live performance, how about a clear *Sound Shield!* Made of high-quality clear acrylic material, the shields feature easy-connect and disconnect brackets. A complete set of four 24"x48" panels

with brackets sells for \$225; four 24"x60" panels sell for \$255. Carrying cases are available at extra cost.

For practice, Drummer's Helpers offers drum mutes made of unbreakable black plastic with neoprene rubber tops, in a variety of diameters. The pads sit directly atop the heads on a drumkit, or can be used as "stand alone" practice pads. Also available are *Cymbal Targets*, black plastic "cymbals" with neoprene rubber tops that give the look and playing feel of real cymbals, without the sound. The *Targets* can be purchased in 10", 12", 13", 14", 16", and 23" diameters, along with a 15" hi-hat pair.

Tool Up For DrummingZildjian Professional Drumset Tool

Remember that nifty, all-purpose, six-in-one pocketknife that you had as a kid? The one that had two blades, a can opener, a leather punch, a corkscrew, and a nail file? Well, here's a direct descendent of that trusty tool, designed for use on your drumkit. With a tuning key, four Allen (hex) wrenches, and both straight and Phillips screwdrivers included (all fitted in a handy plastic molded case), the *Professional Drumset Tool* keeps you ready for anything. A nice touch is the belt-wearable carrying pouch provided with the tool. Also nice is the fact that the opening/closing action of the tool can be adjusted (by means of a separate Allen wrench, which is included).



And What's More

REMO is offering specially selected and priced "Pro-Packs" of various *Weatherking* drumheads with a free audio CD containing highlights of Remo artists performing at the 1997 *MD* Festival Weekend (while supplies last) during November and December, 1997 and January, 1998. The retail price of each pack is significantly less than the total price of the individual heads it contains.



VIC Firth's Corpsmaster marching stick line now has two new models. The Scott Johnson Signature stick is 17" long and .703" in diameter, and features a medium taper and a large round wood tip. The Ralphie Jr. is a scaled-down version of the Ralph Hardimon Signature stick. At 16½" long and .635" in diameter, the stick is designed for indoor marching percussion ensembles. However, it is applicable to a variety of marching snare situations, and is said to be an excellent choice for the smaller hands of middle-school and high-school percussionists. Both sticks are made of hickory and are priced at \$13.25 per pair.

Menutes the percussion line now includes four sonically different sets of chimes. A mini model with twelve bars and a medium model with twenty-seven bars will be offered in black

finish. Two larger models (thirty-three and sixty-six bars) will be offered in amber and carrot. Both larger models will include a high-frequency chime for special ping-sound effects. All bars are made from high-quality aluminum stock, are mounted on massive wooden frames, and feature neutral-tension mounting for a "crystal clear" sound.

Making Contact

Chris Brady & Craftsmen

c/o Woody Compton Box 131 Turkey Creek Alachua, FL 32615

Drummer's Helpers

PO Box 344 Manuel, NY 10954 tel: (800) 95 DRUM 1 fax:(914)358-3007

Meinl Percussion

c/o Tama Drums PO Box 886 Bensalem, PA 19020 or Chesbro Music PO Box 2009 Idaho Falls, ID 83403-2009

Opus Drums

4112 Water Oak Place Virginia Beach, VA 23452 (757) 468-OPUS www.opusdrums.com

Razorback Drums

157 8th Ave. N. Nashville, TN 37203 tel: (615) 255-2567 fax:(615)248-6080

Remo

28101 Industrial Dr. Valencia, CA 91355 tel: (805) 294-5600 fax: (805) 294-5700

Shure Brothers

222 Hartrey Ave. Evanston, IL 60202-3696 tel: (847) 866-2200 fax: (847) 866-2279

Vic Firth

65 Commerce Way Dedham, MA 02026 tel: (617)326-3455 fax:(617)326-1273

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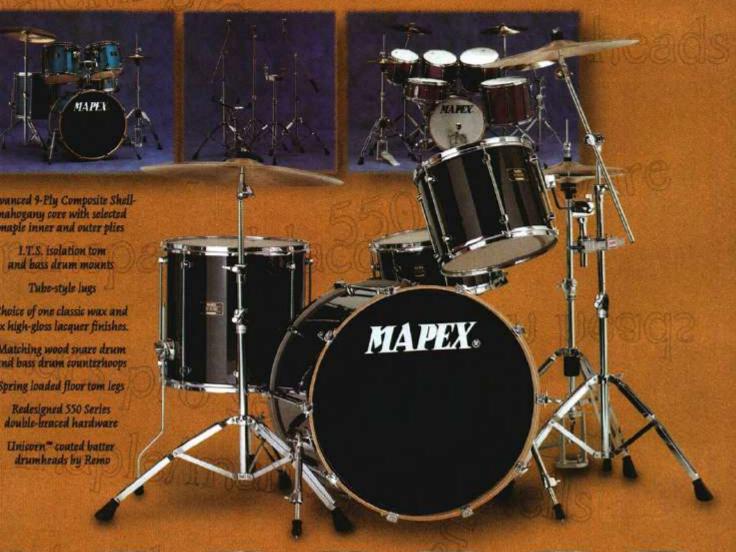
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Ayotte-Keplinger Stainless Steel Snare Drums



by Rich Watson

One drummer's extravagance is another's obsession.

As drum consumers are continually bombarded with new products, it's hard not to get jaded. Do we really need another conga made of cantaloupe wood, or bass drums with zircon-encrusted key rods? Sometimes it's hard to tell whether the plethora of minor variations on old design themes is driven by consumers' quests for better sounds and greater functionality—or by manufacturers' growing desperation to differentiate their own wares from their competitors', creating a false need (like the "Thneeds," in Dr. Seuss's *The Lorax*.)

But running counter to my cynicism on these matters is the childlike excitement I feel when I see and hear an instrument that is special not just in its unique material or design, but in how these features *significantly* affect its performance. Ayotte-Keplinger stainless-steel snare drums are in this exclusive category. Ray Ayotte has teamed up with Seattle-based specialist Greg Keplinger to produce a line of instruments that should make even the crustiest of us believers again.

Let's Get Physical

Ever wonder how cow's milk was discovered to be drinkable—and what emboldened that first adventurous imbiber? Listening to drumsmith/raconteur Ray Ayotte describe the agonies of working with stainless steel, it's a marvel that Greg Keplinger ever made it past the "crash 'n' burn" stage of R&D.

"The first step is already almost impossible because of the massive 3 mm thickness," says Ray. "Then you've got the double-whammy of the way stainless steel behaves when you try to roll it, and what happens when heat is applied in the welding process. Stainless steel has proven itself to be stubborn and unpredictable. Even when you've made the 'perfect' weld, when it cools, it pops out of round. You start out with round and end up with a pear shape. So we work with it on specially made wooden forms, tweaking it into round. The whole process is stupidly difficult and expensive; the stupid factor is pretty high." Does this mean Greg Keplinger is some kind of a genius—or just really...? Never mind. As the Brits are so fond of saying, the proof is in the pounding.

Ayotte's literature refers to the Keplinger shells as "massive." Believe them. Impressed by the weight of the entire line, I asked *MD* publisher Ron Spagnardi to lift the 6½" *SteelHoop* model, which, at just over 16½ pounds, is the heftiest of the bunch. Ron immediately quipped, "This must be the *Hernia* model."

Slightly rounded 45° bearing edges and snare beds are cut and ground by hand. Despite the "stubbornness" of stainless steel, the edges on the shells I examined were beautifully clean and consistent. The shells are then sanded inside and out, and fitted with hardware, including 2.3 mm triple-flanged steel hoops, or Ayotte's custom *WoodHoops*.

Ray Ayotte explains the rounded bearing edge: "We tried sharp edges," he says, "and they just don't make for great musical instruments. First, a sharp edge creates difficulties when you change tension, because it makes a crease in the head. That crease prevents the movement needed to change the tuning, as well as the slight 'breathe and sigh' of the head over the rim as you play. The slight rounding allows a more natural movement of the head."

I confess that since I first saw ads for Ayotte's *WoodHoops* I thought, "Oh, sure, and I'm gonna beat the crap out of 'em." Maybe I'm not as tough as I think I am, but neither my Zildjian *Vinnie Colaiutas* nor my Mainline 620 monsters put so much as a dent in them. The rationale is that because the wood in *WoodHoops* is harder than any stick, it is the stick that will incur the damage, not the hoop.

WoodHoops are beveled downward slightly for a more natural rimshot feel, and to reduce the possibility of damage (as would be more likely with an exposed edge). Claw hooks fit into slots in the "hoops, but not deeply enough to be quite flush with the hoop. I thought that the slight "rise" of the claws would interfere with rimshots or rimclicks, but it turned out to be unnoticeable. Ayotte experimented with deeper slots, but found that the claws' slight protrusion was preferred over any depression, which would make the exposed wood corners susceptible to chipping under heavy playing. Ray explains that cutting non-beveled slots into a beveled hoop is both costly and difficult, but results in a more solid, direct-downward tension. The flat, squarish (in all senses) shape of the claw is intended to spread out the stress and creates a "cross-bracing" effect, adding strength and rigidity to the hoop.

The unique rack-and-pinion snare release is another example of an Ayotte design feature that is not just different to be different, but different with practical advantages. An O-ring inside the riser tube applies resistance to the adjustment screw to prevent playing vibration from loosening the snares, even when they are disengaged. Much more impressive, the release mechanism stays put at any position between fully engaged and fully disengaged. This allows quick, stable adjustments of the snare tension—from off, to rattling,



WHAT'S HOT

- exceptionally full, balanced tone regardless of tuning
- unique snare throw-off allows "on-the-fly" snare tension variance
- TuneLock tension system prevents detuning and simplifies head replacement
- striking appearance, especially WoodHoop models

to fatback mushy, to potato-chip crisp—by simply adjusting the release lever—and you never have to alter your chosen "default" tightest setting. Snare tension is maintained by pressure on the lever, not as a result of the snares being stretched over a cam. (Some parts of the strainers on the drums sent for review were machined, but by the time this is printed, they will have been updated with die-cast parts.)

Two elements of the strainer's functioning take a bit of getting used to: First, it doesn't just snap on and off like conventional strainers; its resistance to movement requires a little more effort. Second, the mechanism operates in the opposite direction of standard strainers: You push the lever down to engage the snares, and pull it up to disengage them. This feels a bit strange at first, but I just know that even this old dog could be retrained.

The most instantly recognizable element of Ayotte drums is the *TuneLock* tension system. It is also arguably their most ingeniously engineered. The drums' key rods thread perpendicularly into a chrome-plated cylinder. This cylinder is secured by head tension into the curve of the springless, solid (and therefore un-noisy and non-resonant) chrome-plated *TuneLock TensionBracket* (lug), whose finger-like hooks straddle the key rod. An ABS plastic gasket isolates the lug from the shell. Additional internal threads that run parallel to the cylinder accept an Allen set screw, which, when slightly tightened, pushes a small nylon washer-like "plug" against the key rod threads, inhibiting the rod from backing out of the lug due to the drum's vibration. The same pressure prevents the set screw from vibrating loose. The set screw is tightened enough to prevent the age-old problem of detuning, but not so tight as to impede fine-tuning or head changes. Clever, these Canadians, *ehl*

Speaking of head changes, the *TuneLock* system expedites and simplifies this process as well. To remove a head, the key rods must be loosened until the cylinders clear the lug hooks, but not so much that they are completely unthreaded from the cylinder. On the *SteelHoop* models, the rods and cylinders need never be separated from the hoop. And even on the *WoodHoops*, time is saved by not having to reinsert the rods first through the hoop eyelets, and then (carefully) into a threaded lug receptor.

Because the *TensionBracket* lug itself isn't threaded, it can't be stripped out, and because it's solid (versus hollow), it is virtually indestructible. This is probably part of the reason that all parts of the *TuneLock* tension system are unconditionally guaranteed. Nevertheless, every Ayotte snare drum comes with spare key rods, cylinders, plugs, set screws, and an Allen key. Further, the rodreceiving cylinders are a standard part that can be found in many hardware stores.

Another example of Ayotte's consideration of drummers "in the trenches": Ayotte's approach to preventing drum detuning

employs key rods with industry-standard American 12-24 threads. This becomes relevant when you've "thrown a rod" in Puce, Nebraska (or a similar small town) whose only music store will have a far better chance of replacing a standard key rod than a "special" one. Of course, because on the *SteelHoop* models the rods never have to leave the rim (and on the *WoodHoop* models they at least remain attached to the washers and other tension parts), you have a far smaller chance of cross-threading or losing the Ayotte key rods anyway.

TuneLock lugs' design has an additional benefit: As you tighten the key rods, they protrude through the other side of the cylinder. By approximately matching the extent to which they protrude, you can tune "by sight," at least to nearly equal tension, before ever beginning to tap on the head.

I Can't Believe My Ears

Ayotte's promotional literature likens the Ayotte-Keplinger sound to "a high-caliber gunshot." Hmm. Is it powerful? Yes. But I've heard other drums whose sound I thought was more gunshot-like. Ignoring the coincidental reference to small firearms in its initials, there's much more to the A-Ks' sound than crack and volume. After hearing them, you'll probably be thinking of larger ordnance.

Actually, I'm a bit baffled by the sound of these drums. If, as history has taught us, a metal shell = bright tone, and a thick shell = high pitch, then why do the thick-metal-shelled A-Ks sound so rich and three-dimensional, with an astonishingly low fundamental pitch? When I first began testing them, I actually double-checked to confirm that I hadn't started with the 6½" model, because the 5½" had the guts of a deeper drum. Part of this is due to the maple hoops, as the *SteelHoop* models' sound was markedly brighter. But in general, the Keplinger shells are much warmer than not only standard steelshell drums, but many wood drums as well. I should stress, however, that their remarkable voices are not due to an absence of highs, but to the presence of a full and balanced complement of relative lows. (Considering the tone-fattening effect of the stainless-steel shells, I fantasized about how great Keplinger *toms* and *kicks* would sound—but of course I'd have to hire the Dallas Cowboys to carry them.)

Rimclicks were big and woody. Rimshots were loud and cutting, but somewhat dry and focused, with almost none of the "boing" associated with metal drums. The snare sensitivity of all the drums was excellent at all dynamic levels, but the response was predictably a little faster on the 5½" models. While the 5½" and 6½" models exhibited the general sonic qualities usually associated with their respective sizes, each retained a big, round fundamental over an exceptionally wide tuning range. When cranked up tight, the deeper drum didn't choke, and when left fairly loose, the shallower one didn't go flat and tubby. This adaptability to a wide range of tuning suggests that they can fill several roles in your snare drum arsenal. (Another *practical* reason to justify buying one?)

The A-Ks' sound in a nutshell: Imagine the timbre of an 8" maple shell with the clarity, sensitivity, and bite of a 5" steel. When I asked Ray to explain the acoustic principles behind the A-Ks' surprising sound, the guy who ordinarily launches into excruciating detail to describe every aspect of his products' design replied, simply, "Magic." Pressed for specifics, he added enigmatically, "Things don't necessarily work the way you think they will." Thanks, Ray.

You Oughta Be In Pictures

Years ago, I remember thinking how cool it was for New York's Museum of Modern Art to exhibit a new Bang & Olufsen stereo system because of its sleek, elegant lines. It's only a matter of time till MOMA's curator discovers the Ayotte-Keplinger stainless steel *WoodHoop* snare drum. In general, snare drums are prevented from being really sexy by such lumpy functional necessities as lugs and strainer—which on Ayotte drums are perhaps even more utilitarian than most. However, the *WoodHoop* A-Ks have a certain Carder appeal, with the stainless-steel color theme restated in the Gray Ash Satin hoop inlay, which is beautifully framed in the Ebony Satin face of the hoop. Black, glass-filled nylon key rod spacers avoid the visual interruption of the innermost ebony "ring." Because the black and gray stains are created with transparent dyes, the maple wood grain is visible through both.

The *SteelHoop* models aren't quite as striking, but the gleam of the chrome hoops contrasting the softer brushed radiance of the stainless steel has its own appeal. On both models, the monochrome effect is modern, understated, and classy. Similarly classy is Ayotte's standard, discretely sized silver and black logo badge, and a smaller, similar badge beneath it that reads "Keplinger Stainless Steel."

I interrupt all this rhapsodizing about the A-Ks' visual splendor to point out the *only* aspect of the Ayotte-Keplinger drums I'd describe as anything but "perfect": minute pits in the stainless steel that are visible only within about six inches. Ray explains that these marks, like the grains in wood, are intrinsic to stainless steel. "We could grind, sand, and polish the shells until there was nothing there, and they'd still have those marks," he says. "The only thing we could do is chrome-plate them," which I agreed would kill what Ayotte refers to as the A-Ks' "rugged" beauty. "Stainless steel is as imperfect a material as you can find," he says. "And as with wood, its 'imperfections' are what make it sound great."

If looking at Ayotte drums makes you feel like you're being brainwashed, well, you are. The strainer lever, lugs, and key rod spacer all carry what Ray describes as the "subliminal A-shape," which is also found on Ayotte tom brackets and *SuspensionBridge* tom mounting systems. Together, it creates a subtly unified aesthetic.

So What Are You Waiting For?

The cost, maybe? All those pesky manufacturing challenges add up to man-hours, which, sure as death and taxes, show up on the price tag. *SteelHoop* Keplingers list for \$685 and \$695 for the 5½" and 6½" models respectively; *WoodHoops* go for \$885 and \$895. Ouch, yes, but they play in the same ballpark as some other custom, special-design snare drums. You could, of course, justify the expense with all the intelligent, *practical* design features—but never mind all that. Just listen to the voice in your head: "You want one—you *know* you do."

For more information, contact Ayotte Drums, 2060 Pine Street, Vancouver, BC V6J 4P8, Canada, tel: (604) 736-5411, fax: (604) 736-9411, Web: www.ayottedrums.com, e-mail: ayotte@ayottedrums.com.

Dixon Ultra-Phonic And Piccolo Snare Drums



From left: 5x12, 31/2x13, and 5x10 snare drums

by Rick Mattingly

These "Little Giants" offer a sound value.

Economics often collide with art when it comes to equipment, and one sometimes has to consider the amount of return on an investment. Specifically, most drummers have no problem investing serious bucks in their main snare drum, because it is generally the most-played element of the kit. But can everyone afford to spend that much again for an auxiliary snare drum that may be played very little by comparison?

Rather than do without, a viable alternative for some drummers may be the new *Ultra-Phonic* snare drums from Dixon, and/or the company's piccolo snare drum. They look and sound pretty darn good, and their prices are very reasonable.

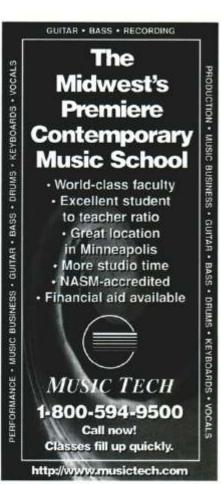
There are two models in the *Ultra-Phonic* series: a 5x10 and a 5x12, both with maple-ply shells. The snare strainers feature fulcrum throw-offs that are smooth and quiet, and the tension cas-

ings are isolated from the shells with rubber gaskets—a feature not always found on budget drums. The shells are only 4.5 mm thick, which is fairly thin for a snare drum shell. According to Dixon's promo material, the thin shell "means a more full-bodied sound and longer projection." Dixon refers to these drums as "Little Giants."

5x12 Ultra-Phonic

The 5x12 model did indeed sound relatively full-bodied for a drum that size, but the first adjective that came to my mind for describing its sound was "bright." Because of its head size, it favored a high pitch, but produced a reasonably meaty crack as well as cutting rimshots. If your primary snare is cranked pretty high, this drum might not make that much difference as an auxiliary drum, but if you favor a lower-pitched drum as your main axe, then this one could be a nice addition on the side for those occasional songs that require a brighter sound.

The 5x12 model also has good potential as a student model



drum, either for drumset or junior-high band use. It certainly has a more quality look and sound than most student or "budget" model snare drums. Its eight lugs assure even head tensioning, and the optimal pitch is not so high as to make it impractical for general-purpose playing. Snare response is excellent. List price is \$249.95.

5x10 Ultra-Phonic

The 5x10 *Ultra-Phonic* snare drum produces an extremely bright sound, and would be best suited as an auxiliary drum. Rimshots are cutting, and the 10" head makes them especially easy to play. The drum has a little bit of that "coffee can" ring common in drums of this size, but it's not nearly as brittle-sounding as others I've played—some of which cost a whole lot more. List price is \$239.95.

3½xl3 Piccolo

The "best buy" of the bunch is Dixon's *Piccolo Maple Shell* snare drum, which measures 3½x13. Its eight round lug casings

WHAT'S HOT

- quality versus price creates good value
- all models could be excellent auxiliary drums for pros
- 12" and 13" models would be useful as student drums

resemble the old Hayman or Camco designs, and the casings are isolated from the shell by rubber gaskets. The drum has a quality snare-strainer with a lever action similar to the classic Ludwig *P*-85, and snare response is excellent right to the edge of the drum.

With a sound balanced between bright and full-bodied, this could be a fine general-purpose drum in an acoustic setting (especially for jazz gigs), a useful auxiliary snare drum, or a good drum for a student to use with drumset or in school band. List price is \$174.95.





HE DW 5000 DELTA ACCELERATOR BASS DRUM PEDAL

featuring DW's patented Delta Ball-Bearing Hinge



Seldom does something come along that is so advanced it change the way you play. But the patented Delta Ball-Bearing Hinge Drum Workshop is one of those revolutionary drumming improvets. For within the Delta hinge are a sets of internal ball-bearings that

are designed to virtually eliminate friction and stress— making DW Delta Pedals the smoothest, fastest, most accurate and most reliable around. Along with a host of DW innovations including the Side/Dual Adjusting Parallel Hoop Clamp, Aluminum Pedal Plates, Standard Drumkey Adjustments and a choice of 3 Drive Systems, DW Delta Pedals have not only changed the rules, they've raised the level of play. That's why DW Delta players like Terry Bozzio, Chad Smith, Adam Nussbaum, Jonathan Moffett, Robin Goodridge, Herman Matthews and the rest of the world's best drummers won't play anything less. Just remember, you're not in the ball game if the pedal you're playing doesn't have a ball-bearing hinge.

Upgrade your current DW Pedal to Delta status with the #50BH Ball-Bearing Hinge Conversion Kit.

Drum Workshop, Inc.

101 Bernoulli Circle • Oxnard, CA 93030 • USA www.dwdrums.com

The Masters Series Masters Custom • Mahogany Classic • Masters Custom Extra

Three distinct lines, one family of incredible sounding drums... The Masters Series from Pearl. Quite simply, the best drumsets you can buy at any price. Masters Custom's thin ply aged Maple shell, Mahogany Classic's thin ply prime Mahogany shell, and Masters Custom Extra's 6 ply aged Maple shell, offer you three different choices and the versatility to fine tune your sound. A choice over shell construction and material, now there's something no other high end drum series gives you. With Pearls' patented Heat Compression Shell Moulding System, you can also be assured that your Masters

Series drums have the most exacting shells available on the market today. The quality, craftsmanship and attention to detail is unmatched. With a great shell, and the right player, you've got a great sound, a Masters Series sound. The same sound that Dennis Chambers, Omar Hakim, John "IR" Robinson, Marvin "Smitty" Smith, Eddie Bavers, Steve Ferrone, and Chad Smith have, every time they perform. But you shouldn't play them just because they do. You should choose what sounds and performs best for you. Masters Series drums... the easiest choice you'll ever have to make.





#100 Natural Manle



#100 Arctic White





Pearls' Exclusive eat Compression ll Molding System



ed plies are first coated with a rated adhesive that dines to the e density as the wood it bands. then precisely overlap the us to eliminate all dead spots if the cooted piles are cured dry under extreme heat and incous internal cylindrical sure. This process creates a that responds as if it were one continuous air chamber.



Masters Custom Shell

- 100% Aged, Air Cured Maple
- 4ply, 5mm Thick
- 4ply, 5mm Reinforcement Rings
- HC/sms Shell Construction
- Tapered Scarf Joint Seams
- 31 Step Exterior Finish Process



Mahogany Classic Shell

- 100% Frime, Selected Mahogany
- 4ply, 5mm Thick
- aply, 5mm Maple Reinforcement Rings
- HC/sms Shell Construction
 Tapered Scarf Joint Seams
- 31 Step Extenor Finish Process



Masters Extra Shell

- 100% Aged Air Cured Maple
- · oply, 7.5mm Thick
- HC/sms Shell Construction
- Tapered Scarf Joint Seams
- 31 Step Exterior Finish Process

Low Mass Minimum Contact Lugs

been kept to a minimum in order to allow the shell to resonate fully unrestricted. Our Low-Mass Minimum Contact Logs with new solid brass swivel nuts are perfect examples of this design philosophy. Together with our new 2 yram solid steel SuperHoop II rims, they provide the ultimate tuning integrity without muffling the shelf with unneeded mass and weight.



Uni-lock Tom Holders

Our TH-98 from Holders offer unequalled flexibility over from placement with an extremely precise "gearless" design. Their smooth internal locking brake provides over 186 degrees of vertical movement, and together with a full 366 degre rotation for both the drum and the mount, your positioning options seem endless. Notched memory locks are provided at both ends to insure that height and retation of both the draim and mount will remain constant every time you set-up.



Remo® Heads

Remo. Heads are the overwhelming choice of professional drummers worldwide due to their excellent toral qualities and neutral voicing. All Masters Series toms feature Remov Clear Ambassador heads to accentuate the superb clarity, resonance and projection produced by the shell. All Masters Series bass drums are exclusively litted with the ultimate bass drum head available today, Remo's Ebony Powerstroke 5. They feature an ingenious built-in mulfling ring to create a bass drum sound with unbelievable punch, depth and torral presence.



Integrated Suspension System

Our patented Integrated Suspension System grips the drum by the counter boop eliminating all contact with the shell. This allows the shell to fully resonate producing an open, full bodied tone with lasting sustain. No other system on the market today can match the flexibility, simplicity, tonal benefits, and ease of use offered by our 1,5.5, mounts.



Air Suspension Floor Tom Legs Our new Air Suspension Floor Torn Legs make a remarkable difference by counteracting the extreme deadening effects of the floor. Their design is simple yet ultimately effective, featuring a proprietary soft rubber compound in

combination with an ingenious air hollow. They add exceptional sustain while also enhancing tone, depth and resonance



Reversible Telescoping SP-30 Spurs

Masters Series bass drums feature our top of the line SP 30 Bass Drum Spury for rock solid performance on most any playing surface. The SP-so fully relescopes for height adjustments, folds against the shell for easy transport and storage, and its unique quarter turn spike to rubber upped foot adds unparalleled stability.



Matching Bass Hoops

Masters Series Bass Drum Hoops are constructed of 100% Aged Maple or Prime Mahogany to perfectly match your choice of drum series. Their exterior finish reflects the same painstaking thirty-one step process as required on all Masters Series drums. Low Mass lugs and recessed die-cast drum key tension bolts offer the finishing touches to the look and function of these outstanding bass drums.







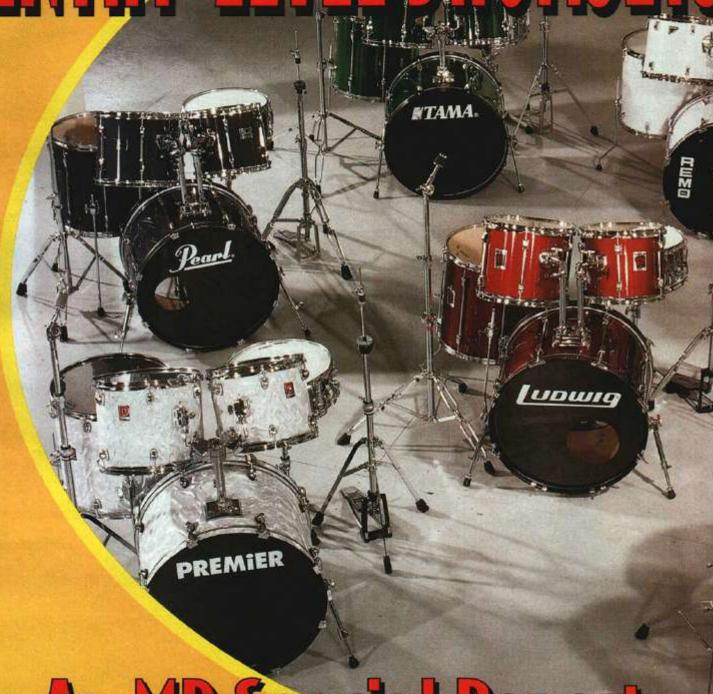




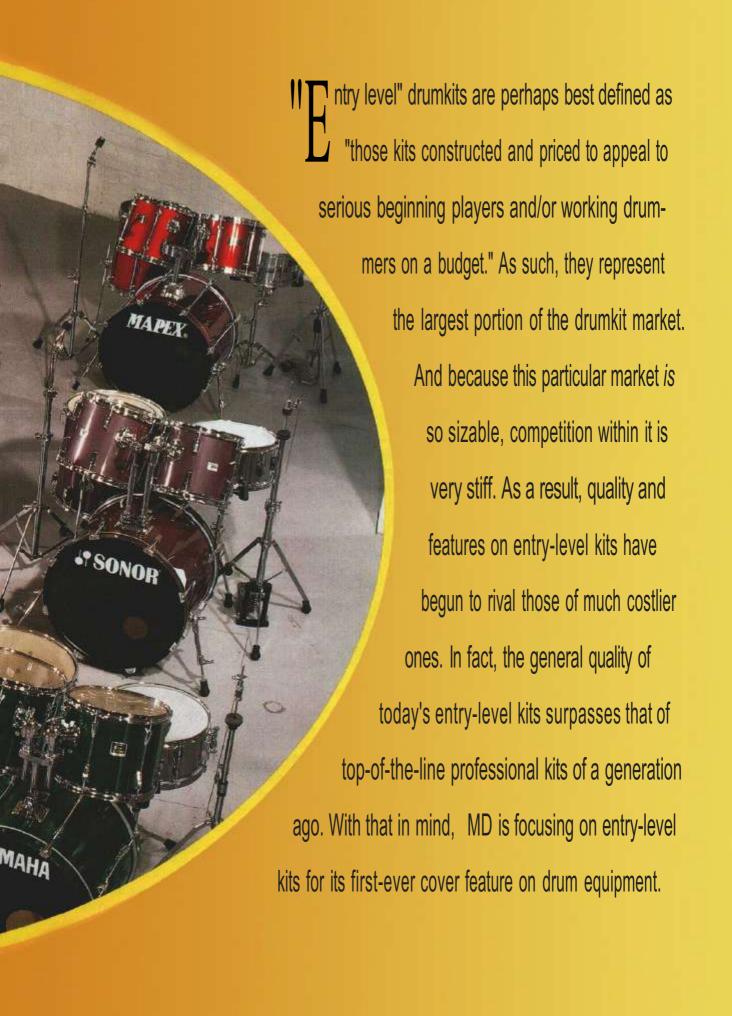
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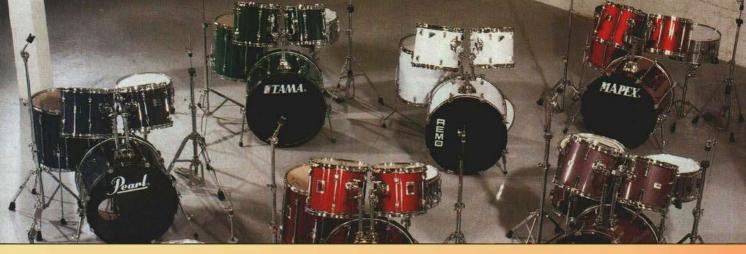
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www.pearldrum.com



An MD Special Report





The Contenders

Our survey looks at kits from Ludwig, Mapex, Pearl, Premier, Remo, Sonor, Tama, and Yamaha. (The new Collarlock kit designed and distributed by DW would also have been included, but was introduced too late to meet press deadlines.) All of the surveyed kits are priced within \$250 of each other, with a low of \$1,050 and a high of \$1,300. These are the manufacturers' suggested retail list prices, used here for the purpose of objectivity. Kits in this category are often sold at discounted "street prices" that would make them available for significantly less. (Kits available from a few other manufacturers fell either just below or just above this price range, and could arguably have been included in our survey. However, in order to keep the field manageable, we selected kits from what we believe to be the leading brands in this genre.)

It's important to note that entry-level kits are not the *least* expensive drumkits on the market. There are significantly less expensive kits—generally referred to as "budget" or "starter" models—that are targeted at absolute beginners. They offer minimal features in exchange for minimal pricing, and serve as little more than practice targets. The drumkits in our survey offer a nice balance of realistic musical/functional features and affordable pricing. As such, they can and should be evaluated as actual musical instruments.

In another effort to keep our comparison objective, we have selected one kit configuration that is available from all the manufacturers involved (even though many offer other configurations and addons within the same model line). Our test kits were all "traditional" five-piece models, including a 16x22 bass drum, 10x12 and 11x13 rack toms, and a 16x16 floor

tom. All but one kit featured 6½x14 snares with shells of metal (or Remo's *Acousticon*); the exception was Premier's 5½x14 metal snare.

Shell Materials

Most of the kits in our survey featured tom and bass drum shells comprised of more than one type of wood. Generally, this involves the use of a single inner and/or outer ply of a harder, more expensive wood than that used for the "inbetween" plies. This is done to enhance the musicality of the kit, and/or to provide a more attractive grain structure for a lacquer finish. Remo's *Acousticon* is a wood composite, hence their shells don't have plies. With the exception of Remo's, all of the snare drums surveyed featured steel shells.

In the "Vital Statistics" for each kit, ply materials are listed from outside to inside. Shell thicknesses are given in units provided by the manufacturer, and they apply to wood-shell drums only. The thickness of metal snare drum shells is not indicated.

Hardware And Finishes

All the surveyed kits included bass drum spurs, rack tom mounts and holders, and floor tom legs. With two exceptions, all came with hardware packages that included a bass drum pedal, a snare stand, a hi-hat stand, and a straight cymbal stand. Those two exceptions were Sonor's *Force* and Remo's *Bravo* kits. Sonor offers a four-piece hardware package for \$305 additional cost; Remo is considering offering a hardware package in the future, but does not do so as of this writing.

With the exception of Yamaha's *Stage Custom* kit (which is available in four transparent stain/lacquer finishes), all of the surveyed kits feature plastic covered

finishes. Pearl and Premier lead the field with eight available "wraps," Tama offers six, Ludwig and Mapex offer five, Remo offers four, and Sonor offers three.

The Criteria

Each kit was played just as it came "out of the box"—which in a number of cases required literally assembling the drums first. The only alterations made were normal tuning of the drumheads as necessary, and the application of standard muffling techniques to bass drums as necessary.

Every kit was examined, played, and critiqued by every member of MD's editorial staff, with an eye to construction quality and appearance, and an ear to sound. Then the staff compared notes to obtain a consensus, which is what this report contains. Individual comments are included in the charts that follow this section, as well as in the "Sound Judgment" section at the end. But first, let's discuss some general issues.

Drumheads

The single greatest lesson we learned from conducting this survey was the amount of difference head selection makes in the overall sound of entry-level drumkits. Frankly, several of the kits suffered in this area due to their poor-quality, virtually untunable drumheads. (This was made painfully apparent when those kits were played side-by-side with kits fitted with medium- to professional-quality heads.)

The number of pleas for help with tuning that *MD* receives each week testifies to the fact that most entry-level players have little or no experience in this area. Saddling these players with poor-quality heads in the interest of "economy" isn't doing them any service. It's very likely

that they'll soon discover (or be told by a teacher or more experienced friend) that they must completely replace all the heads on their kit in order to make it genuinely playable. Thus, any amount of money they saved on the kit (and any goodwill they might feel toward the manufacturer) will be reduced by what they must spend on new heads. On the other hand, those manufacturers who fit the kits with decent heads to begin with are providing a genuine added value, even if it adds a few dollars to the original purchase price.

We see no reason why *all* entry-level kits couldn't be shipped with quality heads. The difference in price (considering that manufacturers buy heads by the thousands) could not be much compared to the sales appeal and value the heads would add to the kits. We're confident that the market would bear the minimal added cost. (And any manufacturer that provided the heads *without* added cost would have a significant sales advantage.)

The question of whether those high-quality original heads should be single or double ply was hotly debated among the *MD* editors. Some felt that single-ply heads would be the most versatile and contemporary in acoustic performance. Others believed that twin-ply heads would be more forgiving and easier to tune, would reduce some of the potentially objectionable high-end frequencies inherent in less-expensive drumshell materials, and would also be more durable (a selling point for parents of would-be rockers).

Everyone agreed that bass drums benefited from the use of self-muffled batter and front heads. We came to this conclusion after a simple experiment: We tried the self-muffled heads from the Tama *Rockstar* bass drum—which had excellent

low-end response—on several of the bass drums that did not. The sound of each of those drums improved dramatically.

Everyone did *not* agree on whether or not there should be a hole in the front bass drum head. In fact, the editors were evenly split on this issue. (Interestingly, so was our survey group: four kits had holes, four did not.)

A hole provides easy access to the interior of the drum for muffling or miking purposes, and can help to reduce overring and create a punchy sound. However, when combined with a thin batter head (and the inexperience of a young drummer at tuning), a hole can contribute to a thinner, higher-pitched overall bass-drum sound.

A head without a hole—especially one that has its own built-in muffling—can help to create a very deep, big bass drum sound. However, that sound may be too "boomy" for some applications, and the lack of access to the interior of the drum can prove inconvenient. (Of course, if a drummer starts out using a solid head and becomes unhappy with it, it is always possible to cut a hole in that head. It isn't possible to go the other way.)

Cymbal Stands

With the exception of those that come with no stands at all, every kit in our survey includes only one straight cymbal stand. While this may be another "cost-cutting" move, it's also another false economy. One stand on a kit is simply not realistic; even a beginner needs hi-hats, a ride, and a crash in order to develop his or her playing skills properly. As with improved drumheads, the per-item cost of a second stand (or boom stand) shouldn't add so much to the cost of a kit that it would become unappealing to the market. And once again, any company that *did* offer a

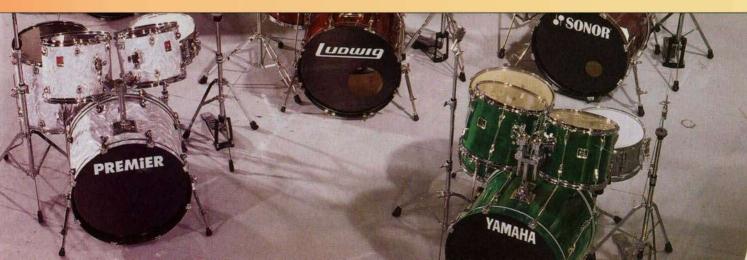
second stand and kept the pricing the same would have a significant marketing advantage. After all, consumers already have to buy a seat separately (which is another whole issue). Why should they have to buy a second stand as a separate item in order to complete what is supposed to be a "package" drumkit?

Here's a suggestion that might make the inclusion of a second stand less painful for at least some of the manufacturers. Five of our surveyed kits feature very tall, heavyduty cymbal stands (three of which are double-braced) that are probably much larger than necessary for the average entry-level player. Instead of one such monster on the kit, how about two smaller, more practical models instead? (The heavier-duty models could be offered as options for those heavy hitters who couldn't live without them.)

Logos

Almost every kit in our survey features a large logo badge. Ludwig's is especially garish, with bright red lettering that looks for all the world like a soft-drink ad. Pearl's logo utilizes an intentionally rough, "cargostamp" look. But the effect is only apparent from close up; from any distance the logo just looks like poor or worn printing. Tama's logo is the most subtle, and the badges are placed under the tom mounts to be even less conspicuous. Remo's logo isn't too big, and is at least an unusual triangular shape.

Conspicuous—even garish—logos may not be much of a concern to a beginning player (and, in fact, might be defended as sales attractions). But they could prove embarrassing (and thus a sales turn-off) to a semi-pro considering the kit for use on weekend gigs. Perhaps a compromise between "billboard" and "understatement" could be achieved in future logo badge designs.



Ludwig Rocker

VITAL STATISTICS
Shells: Cross Cross-laminated basswood and maple

8 plies; 5/16" thick

BD hoops: Metal, with inlay to match drum finish

T-rods (key rods on two bottom lugs)

Hi-hat: Spring not adjustable

Non-rotating base

Tom mount: Twin-post ratchet style

Protrusion arms

Hardware: All heavy, double-braced stands

Heads: Ludwig's own, model not identified Single-ply, clear on toms and

bass drum

White coated batter on snare 10" hole in front bass drum head

BD pedal: Light, quick, offset-cam action

Compact yoke; large footboard Only twin-spring pedal in test group Direct-pull chain linkage (no track

or sprocket)
Wingnut beater shaft clamp

Snare:

Beaded shell (5 beads) Side-throwoff lever over tension knob, but shape allows access

for tuning

Very simple, flat-stock butt Drumkey bolts on throwoff and butt

COMMENTARY

Appearance: Lugs are sort of mini-Classic short lugs connected by tubes—making them look neither altogether short nor altogether long

Metallic red covered finish looks nice enough under dim to medium light Bu when we kicked on the photo spotlights, the finish fairly jumped out Would look very good under stage lights

4 other wraps available

Concerns Twin-post/ratchet arms ton mount offers limited flexibility of posi-

Drums are quite heavy, which could make them hard to move for younger, smaller players

PRICE: \$1,295



Mapex Mars

VITAL STATISTICS

Shells: Mahogany (lifetime warranty)

8 plies, 8 mm thick

BD hoops: Metal, with inlay to match drum finish

T-rods (key rods on two bottom lugs)

Hi-hat: Small, lightweight size

Non-rotating base Adjustable spring

Single-post, ball & socket style L-arms

Mapex Circle Sound single-ply with Heads:

black circles of paint White coated on snare

No hole in front bass drum head

BD pedal:

Tom mount:

Surprisingly good performance, considering somewhat "clunky"

appearance

Offset-cam action
Wide yoke, fairly large footboard
Direct-pull chain linkage (no track or

sprocket)

Drumkey-operated beater shaft clamp

Snare:

Beaded shell (3 beads)

Very large butt extends 11/2" out

from drumshell Toothed gripping mechanism for

snare strip

Drumkey bolts on throwoff and butt

COMMENTARY

Appearance: Very classy, "traditional" style tube lugs; may appear "old fashioned" to some younger players.

Wine red covering is very deep and intense (almost like a gloss painted finish). However, the darkness of the color makes the kit appear almost black in the absence of bright light.

4 other wraps available.

Tom mount might be considered "blocky" by some.

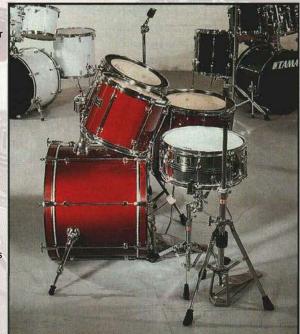
Highlight: Only kit in test group with memory locks on floor-tom legs

Concerns: Lower edge of rack-tom mount (where often grabbed to lift the drum) was very sharp.

Snare throwoff looks high-tech and streamlined, but makes access to tension knob very awkward when snares are "on."

Black circles on drumheads were poorly done, with overspray all over the rims and edges of the heads.

PRICE: \$1,300



Pearl Export

VITAL STATISTICS

Hardware:

Mahogany/hardwood 8 plies, 7 5 mm thick Shells:

Metal, with inlay to match drum finish BD hoops:

Key rods

Moderate size Hi-hat: Adjustable spring

Rotating base

Twin-post ratchet style Tom mount:

Protrusion arms

All double-braced stands

Pearl RE models on toms and BD Heads: WA white coated batter on snare

6" hole in front bass drum head

Light, smooth, circular-cam action BD pedal:

Single-chain drive, in track Drumkey-operated beater shaft clamp

Smooth shell Snare:

Small, simple side throwoff, lever does not block tension knob Very simple, flat-stock butt Throwoff uses drumkey bolts: butt uses small Phillips screws

COMMENTARY

Appearance: Streamlined long-lug look (created by using inserts between short lugs).

Rather flat lavender/gray finish; improved under strong light.

7 other wraps available.

Highlight: Twin-post tom mount is more solid than any other brand with similar design.

Concerns: Twin-post/ratchet arms tom mount offers limited flexibility of posi-

Phillips screw head on snare butt could strip.

PRICE: \$1,199



Premier APK

VITAL STATISTICS

Snare:

Shells: Microwave-cured eucalyptus/merranti

Bass drum 8.1 mm thick toms 5.4 mm thick

BD hoops: Wood; black, with inlay to match

drum finish Key rods

Hi-hat: Moderate size

Spring not adjustable Rotating base

Tom mount: Rok-Lok single-post ball & socket

style L-arms

Additional hole for optional cymbal arm

Premier CL Extra batters on toms Heads:

and BD CL Response bottoms on toms

SD Heavy coated, dotted head on

No hole in front bass drum head

Lightweight, quick, offset-cam action BD pedal:

Pro-quality construction and payability Single chain drive, in track

Drumkey-operated beater shaft clamp Side-mounted hoop clamp adjustment

5 1/2x14 smooth shell

Nicely machined small side throwoff with small, straight lever that stays out of way of tension knob when snares are "on"

Solid butt; substantial base and bars

to hold snare strip Phillips screws on throwoff and butt COMMENTARY

Appearance: Distinctive rounded short lugs, excellent chrome plating

White satin was the "hippest" and most eye-catching finish of our group. Won't appeal to everybody, and

may not stay around long (as trends often don't). But kids are likely to dig it on first sight. (We did.)

7 other wraps available.

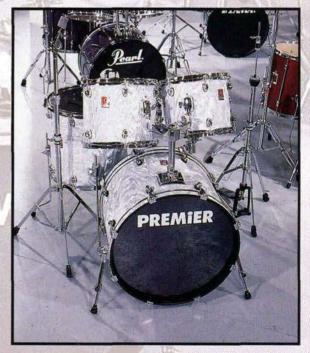
Interiors of shells painted black Looked good against white finish with clear heads. (But a consumer could wonder if it's there to cover flaws.)

Highlight: BD pedal has side-mounted hoop clamp tightening adjustment (only such one in group) and excellent playing characteristics.

Concerns: BD hoop had a small hole drilled into its edge (possibly to secure a metal pedal-plate cover that wasn't

Phillips screw heads on throwoff and butt could strip.

PRICE: \$1.295



Remo Bravo

VITAL STATISTICS

Shells:

Acousticon
No plies; 5/16" thick

BD hoops:

Metal, with inlay to match drum finish T-rods (with key rods on two bottom

luas)

Tom mount:

Combination single/double post style

Hex-rod L-arms

Massive horizontal adjustment "disks"

on ball & socket system

Heads:

Remo Ambassadors on toms and

Powerstroke 3 batter on BD No hole in front bass drum head

Snare:

Smooth shell

Very simple, stamped-metal dropaway throwoff that looks a little flimsy but works surprisingly

smoothly and securely Lever does not obscure tension knob

Very simple, flat-stock butt Slotted screws on throwoff; Phillips screws on butt

COMMENTARY

Appearance: Small single lugs; non-traditional in design

Gloss white covering, looked a little "satiny" under dim to medium light; reverted to basic white under photo lights.

3 other wraps available.

Highlights: Acousticon shells are same as used on high-end models.

Heads are all professional quality.

Concerns? Poor design for bass drum spurs. They don't lock into position well, and when released they drop against the shell, marring the finish.

Extra hole drilled in shell, for incorrectly spotted lug position. This hole also created a dimple that was visible in the covering material.

Kit price does not include stands or pedal, and no hardware package is currently available.



PRICE:

Sonor Force

VITAL STATISTICS

Shells:

9 plies; 9 mm thick

BD hoops:

Metal, with inlay to match drum

Slotted key rods

Hi-hat:

Large, heavy size Massive rubber feet Non-rotating base Spring not adjustable

Tom mount:

Twin-post style Protrusion arms

Van-Ball ball-and-socket design (reminiscent of 70s-era Slingerland Set 0-Matic)

Heads:

Sonor (model not identified) Twin-ply clear heads with outer glue rings (similar to *Pinstripes*) on toms and BD

White coated snare batter 4" hole in front bass drum head Muffling strips on both bass drum

heads

BD pedal:

Twin-chain drive, in track Circular cam action Playability acceptable

Extra-wide footboard, narrow yoke Slotted-drumkey-operated beater

shaft clamp

Snare: Smooth shell

Nicely engineered side throwoff Lever does not obscure tension

Throwoff designed to match lugs Very simple, flat-stock butt

Phillips screws on throwoff and butt

Appearance: Small, square lugs are very austere and somewhat industrial; may appear a little dull to younger players.

Very subtle gray-violet iridescent covered finish; good under lights, looks dull gray from any distance

2 other wraps available.

Highlights: Bass drum and toms fitted with the only twin-ply heads in the test group.

Only kit equipped with felt strips on both bass drum

Snare throwoff designed to match lugs is nice cosmetic touch

Concerns: Hi-hat spring very stiff and not adjustable

Down posts of twin-post tom mount had a lot of wobble, even when all adjustments were tightened

Memory collars on tom mount down posts could not be tightened properly with Sonor's own drumkey, due to the shape of the lock and the depth of the slotted key

Sonor's slotted key rods (and their key) are different from all others on the market This can be a major inconvenience if you should lose your key (although all adjustments can be made with a straight screwdriver)

Design of snare stand basket includes oversized clamping lingers' that extend well out from the drum This can make close-in positioning (often desirable for a smaller player) difficult

Phillips screw heads on throwoff and butt may strip

Lots of play in BD pedal footboard hinge, making pedal very noisy.

Phillips screw heads on throwoff and butt may strip.

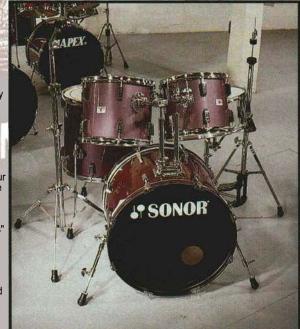
\$1,050

General appearance and construction of pedal not up to Sonor's usual high engineering quality.

Only three wrap color choices available in series.

Kit price does not include 4-piece hardware package, which comes at \$305 extra.

PRICE: \$1,255



Tama Rockstar

VITAL STATISTICS

Hi-hat:

Tom mount:

Mahogany/basswood 8 plies; 8 mm thick Shells:

BD hoops: Accu-Tune composite, black Key rods through recessed "ears"

(as on a snare or tom rim)

Moderate size Adjustable spring Rotating base

MTH900 single-post style (from Starclassic series)

Asymmetrical ball & socket

adjustment

Hardware: Double-braced cymbal stand; single-braced hi-hat

Tama Hazy 250 single-ply batters Heads:

on toms

Hazy 200 single-ply bottoms

Hazy 250 Ring Mute single-ply batter with muffling ring on BD Black Ring Mute front head with muffling ring on BD White coated batter on snare

No hole in front bass drum head

BD pedal: Smooth, circular-cam action Single-chain drive on sprocket;

no track Reversible felt/plastic beater

Wide footboard Single spring

Drumkey-operated beater shaft clamp

Snare:

Beaded shell (1 bead) Simple side throwoff designed

to match lugs Rubber tension knob and rubber

top on throwoff lever Very simple, flat-stock butt Drumkey bolts on throwoff and butt

COMMENTARY

Appearance: Long lugs; clean, streamlined look.

Green covered finish is a little flat; not as deep as some others in group.

5 other wraps available.

Logos fairly subtle, and positioned under tom mounts to be inconspicuous.

Snare throwoff designed to match lugs is nice cosmetic touch

Highlights: Accu-Tune composite hoops are said to provide more accurate tuning, as with die-cast

Unusual asymmetrical tom mount provides excellent front-to-back positioning by virtue of a pivot point between the ball & socket mounts

The height of one tom down-post is independently adjustable

Dual tom mount can be converted to cymbal/tom Good-quality heads on all drums.

Self-muffling heads on BD contribute to better sound

Concerns: No memory fitting on BD spurs

Play in chain and pedal hinge on bass drum pedal permitted side-to-side slack in footboard. This, in turn allowed the pedal support rod under the footboard to slip out of its holders on the yoke

Knob on snare throwoff lever sits too close to tension knob when "up" making snare-tension adjustment

PRICE:

\$1,250



Yamaha Stage Custom

VITAL STATISTICS

Birch/mahogany/falkata Shells: 9 plies on bass drum, 9 mm thick 8 plies on toms, 8 mm thick

BD-hoops: Wood, finished to match kit

Key rods

Hi-hat: Small, lightweight size Spring not adjustable Non-rotating base

Tom mount: Single-post/twin-post combination Hex-rod protrusion mounts

Ball & socket design

Heads: Remo Unicorn batters on toms Remo Unicorn Bass on BD White coated batter on snare

6" hole in front bass drum head

Quick, smooth circular-cam action Single-chain drive in wraparound linkage no track or sprocket Reinforcing rod beneath axle

Drumkey-operated beater shaft clamp

Snare: Smooth shell

BD pedal:

Small but well-designed side throwoff lever does not obscure tension

Butt uses bar, rather than flat stock, with two bars bolted into the base Drumkey bolts on throwoff and butt

Appearance: Long lugs; clean, streamlined look

Lacquer finish very nicely done, should appeal to those who like a natural wood-gram look (Not all young drummers will)

3 other lacquer colors available

Highlights: Birch used in shells is same as that used on Recording Custom drums

Tom mount is same used on highend drums Provides excellent positioning flexibility and solid feel

Bass drum pedal had excellent playing characteristics Reinforcing rod beneath axle on pedal promotes strength and smoothness of bearing operation

Use of two bars rather than one piece of flat stock on snare butt allows snare strip to wrap around for

Only lacquer finish in test group

Concerns Chain on bass drum pedal not on sprocket or in a track It could conceivably come off its cam (Note We were able to push the

'Chain off by hand. But our tests did not result in the moving off during actual play.)

Snare throwoff mechanism was very stiff to operate.

PRICE \$1,130





Sound Judgment

Snare Drums Overall

Owing to similarities of shell design, dimension, and head selection, it's not surprising that the snare drums in our survey offered fairly comparable performance. All but one were fitted with medium-weight, single-ply, white coated heads. All were acceptably crisp and responsive, and almost all produced a certain metallic "ringiness" that could either be exploited for "cut" or controlled by standard muffling techniques like *Zero Rings*, gel discs, tape & tissue, etc. (Because of its *Acousticon* shell, Remo's *Bravo* snare produced a slightly less metallic "ring" than did the other drums.)

Premier's *APK* snare was fitted with a thick *SD Heavy* batter head equipped with a reinforcing dot. While this head may offer greater durability, it tended to make the stick-impact sound a little dull and flat. Even so, the drum's 5½" depth helped it to produce excellent snare response. With a thinner head this drum would undoubtedly offer even more sensitivity and projection.

Toms And Bass Drums

Ludwig: Toms and bass drum had decent tonality, but seemed to lack a certain amount of resonance. The 10" hole in the front bass drum head made that drum punchy, but not particularly deep-sounding.

Mapex: Suffered greatly from poor heads. Toms were extremely difficult to tune or to obtain any tonality from. Bass drum (with no hole in the front head) sounded big and boomy and offered good attack, but was not particularly deep in pitch.

Pearl: Toms had good projection and depth, though drumhead selection made them sound a bit thin. Bass drum (with 6" hole in front head) had excellent attack and projection, but very little depth of pitch or tone.

Premier: Toms had good tone and attack, with moderate depth. Bass drum (with no hole in the front head) sounded big and boomy, with good attack and moderate depth.

Remo: Toms had excellent tone and clarity, with good attack and pure fundamental pitch. Bass drum was solid and deep, with boominess somewhat moderated by the *Powerstroke 3* batter head. (Front head was an unmuffled *Ebony Ambassador* with no hole.)

Sonor: Twin-ply heads on toms and bass drum contributed to overall good tonality. Tuning to achieve a good pitch differential between the rack toms proved difficult. Bass drum had decent balance between depth and attack, with muffling strips on both heads and a 4" hole in the front head. The bass drum sounded a little "bigger" when the front muffling strip was removed, but still sounded a little constrained compared to the full, resonant sound of the floor tom.

Tama: Toms sounded full and big, with good clarity and attack. Bass drum was outstanding, with tremendous depth and power. (Bass drum was fitted with single-ply heads equipped with muffling rings both front and back; no hole in the front head.)

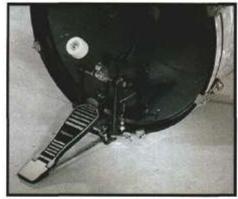
Take a closer look.... From a distance, Tama's new Rockstar Custom looks like a very expensive pra set. But appearances can be deceiving, right? So take a closer look...you'll discover Rockstor Custom's gargeous transparent wood finishes look just as dazzling whether you're an stage or in the audience. Then take a look at the strong Toma hardware and the carefully crafted shells. You'll find everything you expect from a top-of-the-line kit. Now, pick up some sticks and take a close listen. This is a set that sounds even better than it looks. Now take a close look at the price tag...a whole lot loss than you expected, right? So maybe appearances are decaiving after all but that doesn't matter. What matters is, you don't have to wall for years saving to get a great looking, great sounding kit. With Resistor Custom, you can have it ail. Right new. Marcello Palomino Tura Satana Rockstar Custom drums feature the some MTH900 moduler tom holder as our Standassic and Artstor Custom drams. Can also be easily converted to a cymbal/tom holder. lockstar Custam drums are exquisitely finished in either Custom Mahagany, Rockstor Custom propack Custom Blue, Custor Genen, or Glass Blac aged kits come sta h matching shell and finish wood snore drams. An affordable set isn't really affordable if you have to replace all the stock heads when you buy the set. Rockstor Eustern heads, with batter side heads of Dupont **NTAMA** Mylar and ring mu on the bass drum hea ensure a great sound right out of the box. al shown: RC622DWCBL The combination of Rockstur's great shells, top quality heads, and our high tech Accu-Tune hoops provides a killer bass drum sound that rivels kits costing many times as much. TAMA For more information on Tama Drums and Hardware, send \$3.00 (\$5.00 in Canada) to: Tama dept. MDD65, P.O. Box 886, Bensalem, PA 19020, or P.O. Box 2009, Idaho Falls, ID 83403. In Canada: 2165-46th Ave., Lachine, Quebac HBT 2P1.

Yamaha: Toms and bass drums had good balance of projection and control, with good tonality. The bass drum (with a 6" hole in the front head) was punchy, with moderate depth.

Decisions, Decisions

Before we summarize our survey results, it bears mentioning again that the overall quality level of *all* of the kits we examined is significantly better than that of many professional-level kits less than a generation ago. Of course, the existence of a higher quality standard justifies closer scrutiny—and perhaps higher expectations, as well.

We considered each of the kits from four major standpoints (which we believe to be the major selling points of drumsets in this genre): overall sound quality, construction quality/functional features, appearance, and value for price. We tried to balance our judgements between those standpoints fairly equally. However, it's entirely possible that different consumers would attach greater weight to one or another of them. For example, a young player might under-



An excellent pedal (with a handy sidemounted clamp adjustment) and an eyecatching satin covering distinguish the Premier APK kit.

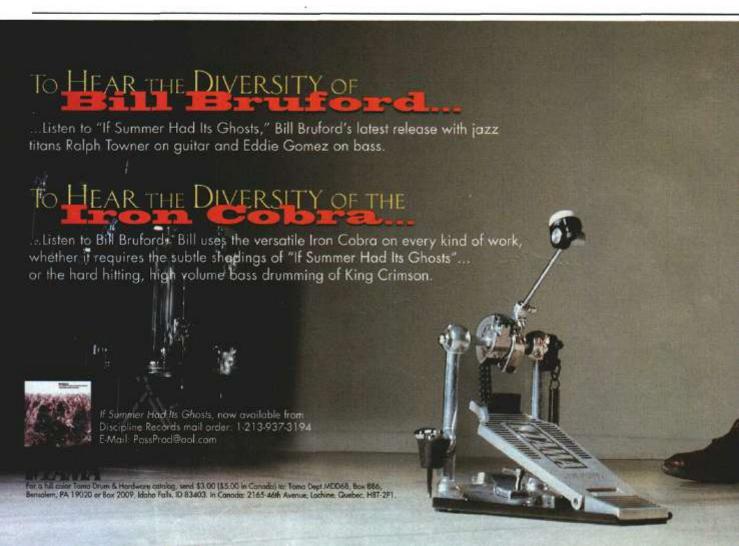
standably be most attracted to the *look* of a kit, simply because he or she has not yet been trained to appreciate the nuances of sound creation or the value of a memory lock. On the other hand, semi-pros playing weekend club gigs might be more concerned with shell and hardware construction and head selection. Bear your own priorities in mind when considering our conclusions. And those conclusions are:

With its high-quality heads and Acousticon

shells, the Remo *Bravo* kit *sounds* quite good. But we found quality-control problems and poor design elements that need improvement. Additionally, although at \$1,050 it's the lowest-priced kit in our group, the fact that there is no hardware offered makes that low price misleading.

The Sonor *Force* kit comes with twinply heads and good credentials. But it suffers from over-engineering in some areas and rather surprising (for Sonor) underengineering in others. Its overall drum sound is good, but wobbly tom mounts, memory locks that can't be locked, and oversized stands that can create positioning and carrying problems reduce the kit's appeal. So, too, does its \$1,255 price tag, given the fact that the hardware package does not come with the kit, but is a \$305 option.

The Ludwig *Rocker* offers straight-ahead features in terms of appearance, hardware design, etc. Like most of its compatriots in our survey, its sound could be improved with better heads. It's also a little heavy. But otherwise, its quality of construction and \$1,295 price tag make it a respectable



player in this field.

The Mapex Mars kit looks great, features compact stands, and is generally well-made and appointed. But it suffers drastically in the sound department due to its heads. A buyer would really need to replace them immediately in order to make this kit realize its potential. (If Mapex would only do that in the first place, the Mars kit could become a real contender, worth every penny of its \$1,300 price tag.)

'Pearl's *Export* is the best-selling drumkit in the world, and it's easy to see why. The quality of its construction, the solidity and features of its stands and pedals, and the overall quality of its sound are all excellent, and at \$1,199 it's priced to move. Our only real problem was with the bass drum, which we just couldn't seem to get a low pitch out of with the heads supplied. Some attention to this idiosyncrasy (in the area of drumhead selection) would enhance the appeal of this already popular kit.

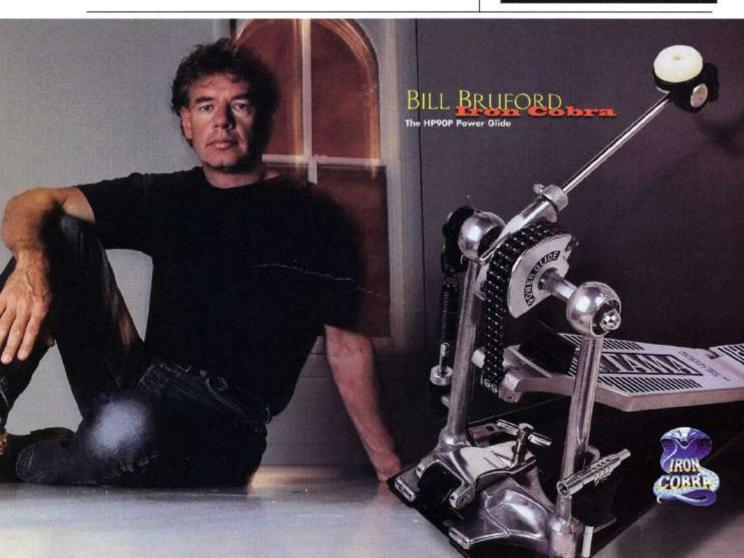
At \$1,295 the Premier *APK* offers a nice combination of big sound and totally cool appearance (with the added bonus of one of the nicest bass drum pedals we've played



Yamaha's Stage Custom features high-end rack-tom mounts and our survey's only lacquer finish.

on any kit, let alone an entry-level one). Premier's white satin finish is eye-catching, their chrome plating is the best in the business, and their 5½x14 snare sets itself apart from the others in this field with the potential to be a real killer. (We'd suggest losing the heavy-duty dotted head, though.)

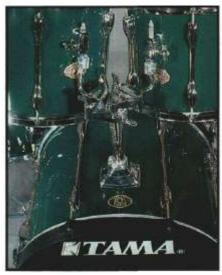






Also outstanding in the visual department is the Yamaha *Stage Custom*, which offers a very professional, classy-looking lacquer finish that any working drummer could be proud to sit behind. Add to that a fine overall drum sound (if a bit controlled for some tastes), excellent quality of construction, a wonderful tom-mount design imported from Yamaha's high-end lines, yet another absolutely *terrific* bass drum pedal, and a very appealing \$1,130 price tag, and you've got an excellent combination.

Our consensus favorite is the Tama *Rockstar*. It comes fitted with professional-quality heads that give it a terrific overall drum sound. The self-muffling bass drum heads especially provide what was far and away the biggest and best bass drum sound in our test group. The *Accu-Tune* hoops, with their recessed "ears" for the tension rods and their sleek black color, are hip from both sound and pack-up-convenience standpoints. The tom-mount design (from Tama's *Starclassic* series) offers exceptional flexibility and versatility—and just *looks* cool, too. As with all of the kits,



Accu-Tune composite hoops, an outstanding tom-mount design, subtle logo badges placed beneath the mounting brackets, and a killer bass drum sound provided by high-quality heads all combine to make Tama's Rockstar our survey leader.

we'd still like to see a second cymbal stand, but other than that, at \$1,250 the *Rockstar* is a standout value.



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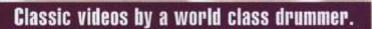
carter beauford under the table and drumming

arter Beauford was voted the #1 "Up and Coming Drummer" in 1996's Modern Drummer's Reader's Poll. The following year, he shot straight to the top of the "Best Pop/Mainstream Rock" category. On this new DCI Music Video box set from Warner Bros. Publications, he shows you why.

Carter performs along with the rhythm tracks from six great Dave Matthews Band songs: "Ants Marching," "Satellite," "#41," "Lie in Our Graves," "Tripping Billies," and "Say Goodbye." In each piece, he employs a style which combines a dynamic and vigorous approach with a rocksolid groove.

Topics which Carter touches on include left hand lead/open-hand approach, fills, double bass drums, drum set and cymbal setup, time feel, background and influences, the early days of the Dave Matthews Band, and more.

These tapes also feature previously unreleased live footage of the Dave Matthews Band.















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GERRY BROWN (Stevie Wonder)

"I truly love the Yamaha Beech. The quality of the finishes are amazing 1 play them wide open. These drums breathe."



MARK WALKER (Caribbean Jazz Project)

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SONNY EMORY (Earth, Wind & Fire)

"Yamaha Beech Custom drums have a profound and destinct sound. It is truly a pleasure to play such a worldly and excellent drum."



HERB SHUCHER (Randy Travis)

"These drums are warm and sustaining with a non-round tone. People that have heard these drums all say the same thing. "They sound great."



deir

couple of years ago, when Abe Laboriel Jr. and I got together for our first MD interview, he was in a state of turmoil. Pegged as the newest studio "yocat," Laboriel struggled with the concept of gigs vs. art. He was only twenty-six, but he already knew more than most seasoned veterans.

Laboriel gained firsthand experience with the music industry's ups and downs as he watched his father, Abe Laboriel Sr., work his way up the ladder to become one of LA's top studio bassists. By age four, Abe Jr. was playing drums; by ten he was taking lessons with Alex Acuna. He also grew up with the unique opportunity to attend sessions with his father, getting to watch such drumming influences as Jeff Porcaro, Jim Keltner, Vinnie Colaiuta, and Steve Gadd.

granted a full four-year scholarship to Berklee College of Music.

Abe's professional career got going fast; early on he recorded with artists like Dianne Reeves, Justo Almario, Ricardo Silveira, the Winans, and his father. Most recently he has worked with such notables as Seal, Jeff Beck, Hanson, Scritti Politti, Jonatha Brooke & the Story, k.d. lang, and his own band, Chocolate Genius.

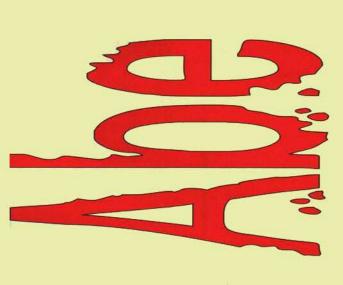
Recently, the young drumming star reached a clear understanding that his passion lies in album projects, where he can enjoy full musical involvement, rather than as a hired gun, where everyone is watching the clock. Also, growth and maturation have made Laboriel a little more tolerant of the politics that accompany the business. But Abe's still somewhat uncomfortable with the

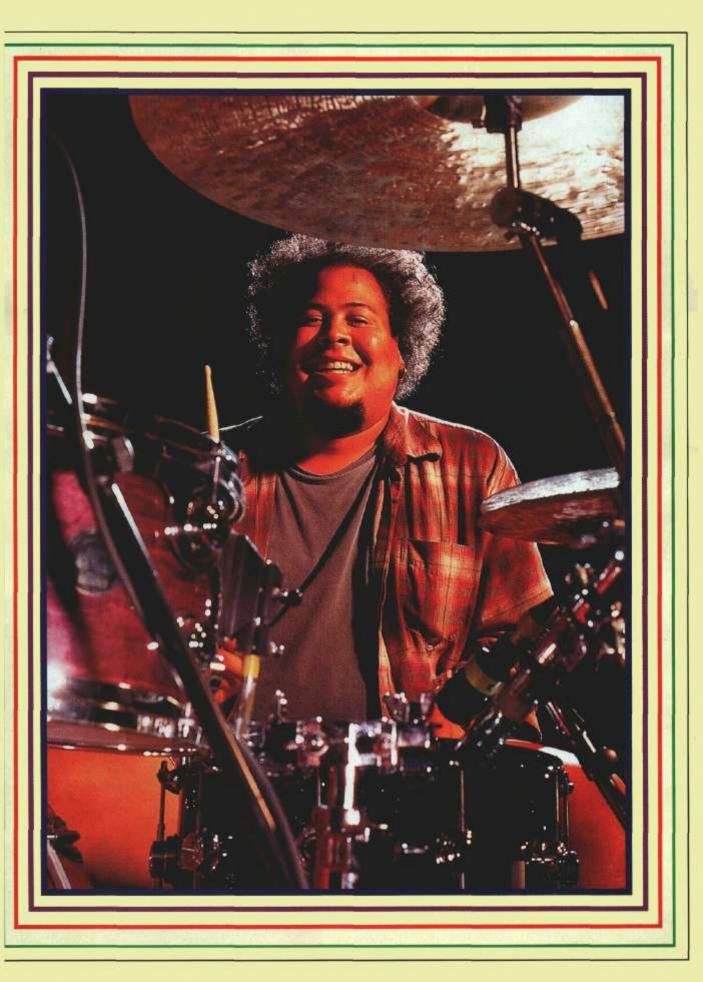
> attention and expectation that comes along with igh-profile reputations. When you tell hir

the high-profile reputation he has. When you tell him that several musicians have compared his feel to Jeff Porcaro's, his hand immediately goes to his heart—he's left speechless. And in an attempt to diffuse the compliment with a laugh, he cries out, "I'm not worthy, I'm not worthy."

Apparent expectation that

During Abe's junior year in high school he attended Dick Grove School of Music, where he studied with noted educator Peter Donald. By the time he was a senior in high school he had already been honored by the National Foundation for the Advancement of the Arts and *Down Beat* magazine. He was even





RF: There must be a lot of stress involved in being a freelance musician, never knowing when the next call may come.

AL: Thank God I've been working consistently during the past year. I took two weeks off last July for a vacation, but other than that I've been constantly working. I got a call to go on the road with this French singer, Mylene Farmer. I did the audition, the money was cool, and I thought. okay. It was a pretty big band, and we rehearsed here for a month. Then we went over to France and set up in a stadium to finish the production rehearsals. We were on a stage the size of the Rolling Stones', with huge video screens. It turns out that she's the equivalent of Madonna over there. I had no clue as to who this woman was. I just thought she was nice. It turns out that we played in front of 50,000 people every night for two months in France.

RF: What did you get out of that experience?

AL: It was neat to be in front of a big crowd of people like that. The only other time I experienced something like that was when I went on the road with Seal and we opened for the Stones, which was very cool.

RF: How did the Seal gig come about?

AL: I had been working with Steve Vai, but after that I was sitting around. I had started a band called the Raging Honkys with Mike and Ted Landau, but it wasn't a constant thing. I was talking on the phone with my girlfriend, going, "What's going to happen? I don't know where the next

paycheck is going to come from." All of a sudden, my call-waiting beeped. I clicked over and heard this English accent, "Is Abe there?" "Yes, who is this?" "This is Seal." "You mean like the guy whose records I have and who I think is really talented?" "I guess so—I hope so." "Hang on," I clicked back over, "Gotta go, honey, Seal is on the phone."

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The main thing

I did the gig for a couple of months, but then some money crap started happening, so I let it go after a while. But it was great to play for all those people who were waiting for the Stones, and they actually weren't throwing stuff at us. So when I did this French tour, it was fun to be the featured artist, playing in front of all those people with the full production. I was on a riser that moved around, with all these lights all over the place.

RF: With the large arenas, were there new factors that had to enter into your playing?

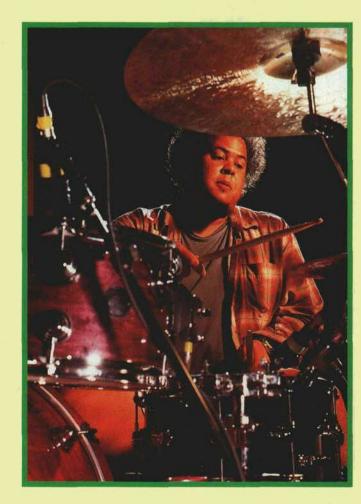
AL: I never really had to go through an adjustment, because I hit hard anyway and I am very animated when I play. My dad always said that when performing in front of a crowd-small or large—you have to pretend that half the audience is blind and the other half is deaf. You have to reach all of those people—visually and sonically. So I've always played in a sort of fluid, weird, up high kind of way.

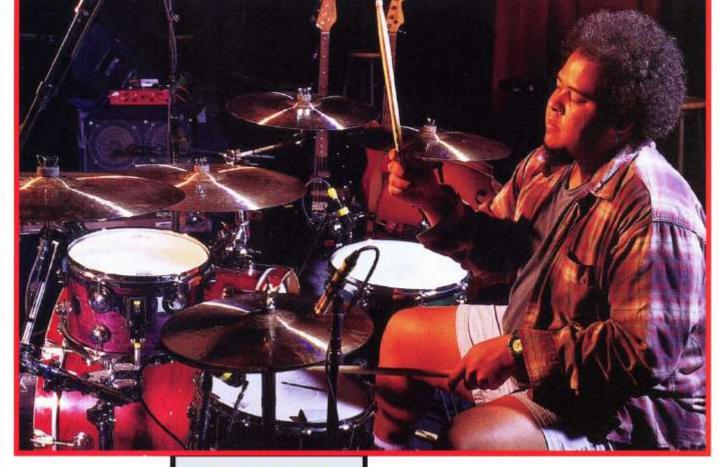
So then I went straight from France to New York and did a record with Jonatha Brooke & the Story. I had done a record with her the previous year, so it was



like everybody getting back together and going for it again. She's a wonderful singer-song writer who writes great, intelligent songs.

I ended up flying home Christmas day, went straight to my folks' house, and was barely standing up. I had a week for the holidays, and then in January I got a call from Steve Lukather asking me to come jam with Jeff Beck. I said, "Okay, when?"
We started playing and it
was really great, and we
decided we were going to
do a record, with Pino
Palladino on bass. Luke and
Jeff had written a bunch of
stuff, Luke was producing,
and we went and played for
three weeks. We recorded
about ten or eleven songs,
and then Jeff got sick and
had to go home. They're
just finishing up the guitar





tracks now. But that started off the year in a cool way. Then while I was doing that, I got a call to do k.d. lang's record, and I was really excited because she's amazing.

RF: How was the k.d. lang experience a creative one? **AL:** When we first got into the studio, we didn't rehearse any of the songs. She gave us a tape of all these old cover songs she really enjoyed—some from the '40s—plus some that people had written for her for this record. We approached each song as if we had written it as a band. It was really neat. I had all these drums around me, different sizes, and we broke every song down to its barest form. I did a lot of brush work, and there were some songs where I just played mallets and a cymbal and maybe overdubbed the pulse later.

Junior's Kit



Drumset: DW

- A. 7x14 Craviotto solid-shell snare (black finish)
- B. 11x15 tom (green finish)
- C. 8x12 tom (purple finish)
- D. 14x18 tom (blue finish)
- E. 18x26 bass drum (red finish)

Cymbals: Paiste

- 14" Vision hi-hats (or two 18" Paiste Power crashes used as hats)
- 2. 20" Paiste Dry Crisp ride
- 3. 22" Paiste Full ride
- 4. 19" Paiste Power crash

Hardware: All DW, including their *Delta* hi-hat stand and *Accelerator* double pedal.

Heads: Remo coated CS on snare batter, clear *Emperors* on tops of toms with clear *Ambassadors* on bottoms, *Powerstroke 3* with Falam pad on bass drum batter with *Ambassador* on front

Sticks: Regal Tip 2B model

It was the type of situation where I could say,
"You know what? I think
we should only do this chorus once and end the song
right after that. It'll be a
minute and a half song, but
it will be really cool."
Nobody stifled anything,
which is why I'm really
excited about doing her
tour. It's everybody who did
the record, and we finally
get to play these tunes for a
while.

RF: You've also been recording with your band, Chocolate Genius.

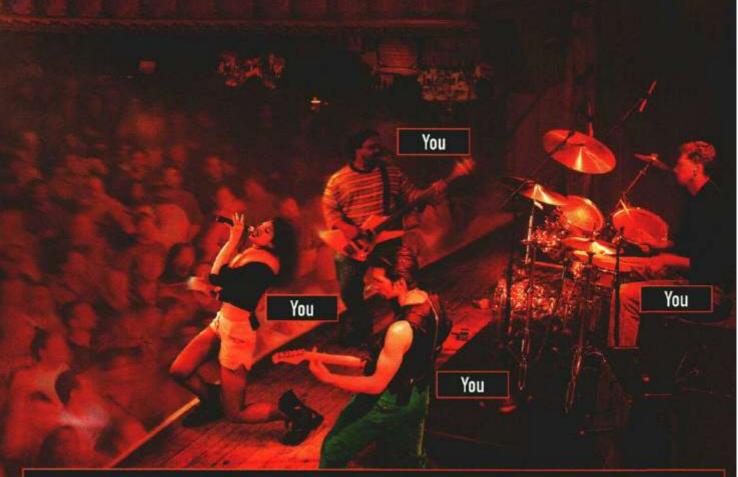
AL: Chocolate Genius started out as a jam band with me and Curt Bisquera switching off between bass and drums, which is something I think is important—being able to be absolutely creative and not have to just be the drummer. The band is

basically the singer's thing, but we all wrote everything and produced it ourselves. It started out being just a rowdy jam thing, and it's ended up being this vibey, acoustic-oriented record with a lot of ambient stuff, but with nice, slow, mellow pulses.

The record started off with all of us out here—Curt, a guitar player named Greg Arreguin, who played with Seal, and a keyboard player named Jamie



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Muhoberac, who also played with Seal. Then everybody started getting busy, except for me and the singer. So we ended up doing what we could and then we went to New York to finish it with a couple of guys out there, John Medeski and Chris Wood from that very cool organ trio, Medeski, Martin & Wood, plus a guitar player named Marc Ribot.

I co-wrote a bunch of songs and demoed them by playing bass, guitar, and piano,

'The intellectual side of music is not something I enjoy anymore. It's definitely moved from my head to my heart."

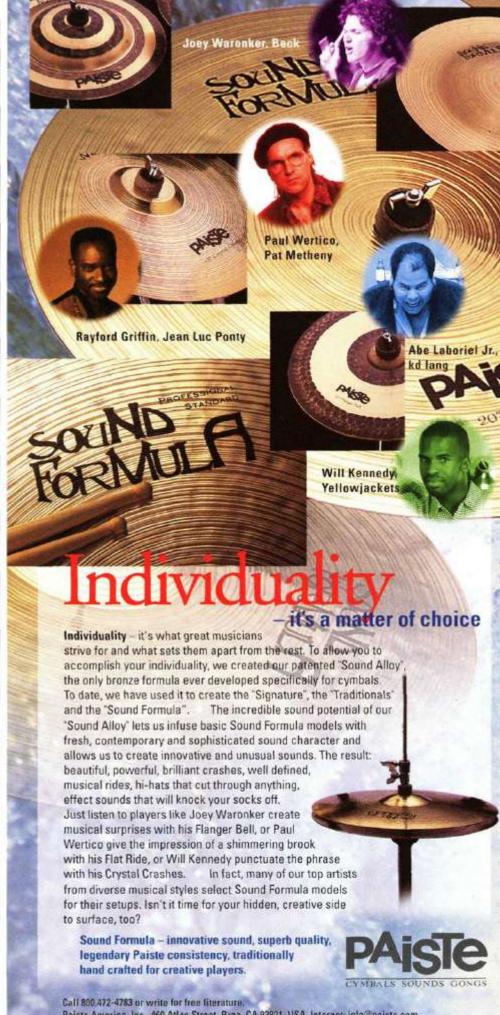
which is what I really love to do-to write and not feel limited. On the record I'm playing 50% bass and 50% drums, plus guitar on three or four songs, which is the kind of creativity I was missing before.

I was being called for sessions to show up and be told what to do-and then be stifled. It was getting frustrating, but it's gotten better. Little by little, people are trusting me a little more and allowing me to contribute, but that had to come from me trusting them more.

RF: Growing up in your household, did you and your dad jam?

AL: It was amazing. I was around music all the time. When I was in my mom's belly, she tells me she and my dad went to see Bill Evans, and whenever the music started, I would be kicking, and when the music stopped, I stopped. From the time I was eighteen months, I was beating on pots and pans with wooden spoons with headphones on. When I was four, I got a drumset and basically my dad would come in and either play with me or show me something. It was like that from the beginning.

I would go with him to jam sessions. My dad has tapes he still listens to of the two of us jamming. It's really neat. He was so supportive and so loving and taught me so much. There were times he would come in and say, "Play something," and I'd play a simple groove. He'd listen for a while, and



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after two minutes would go by he'd say, "There, that was a good bar." He always instilled the groove and where to place the beat. He would never say the negative, he just accentuated the positive, which sometimes took a long time. But now he wants to call me for everything. We're each other's biggest fans.

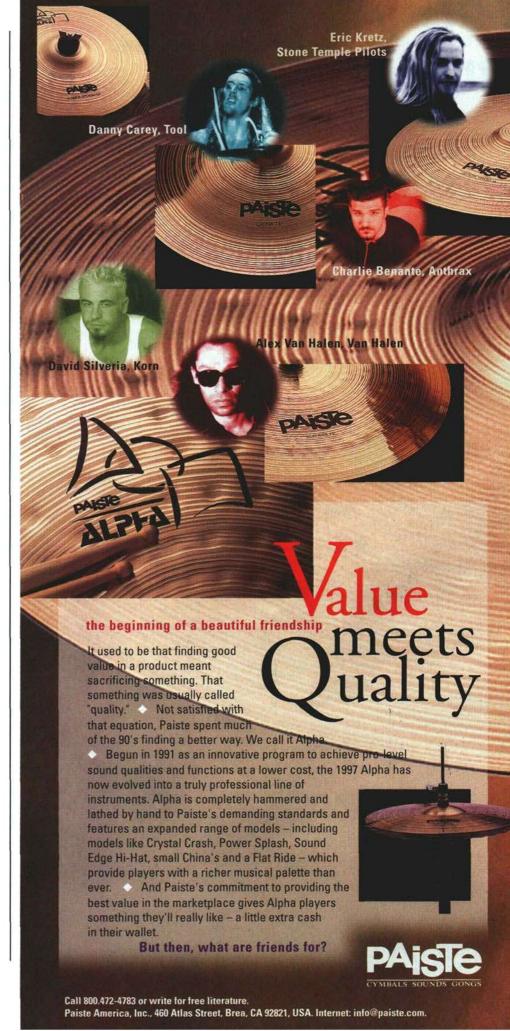
RF: You had the advantage of learning to play with bass. How do you feel that your father's bass playing helped your approach to the drums?

AL: The main thing is, when I play drums, I never listen to the drums. When I listen to music, I don't say, "Wow, that's a really great groove," or "That's a really great Paradiddle." I listen and say, "Wow, listen to that melody." So when I'm playing, it's the same thing. I'm trying to amplify and support an amazing moment within a section of a song. I'm not thinking, "Wow, this drum part is going to be so rad when it's done." It's more, "Listen to how that's bringing out what they're doing." I think that's really what growing up around my dad did for my playing.

RF: Can you share some of those moments in the studio, watching sessions, where you drew some of your inspiration?

AL: I was just a stupid young kid who was there to hang out with Pops and look at the drums. I was at that stage where it was, "Those are beautiful drums. Someday maybe I can have a set of beautiful drums, too." Back in that day everybody was so comfortable. They'd be in the middle of a session, and without a second thought, they'd be going to listen to the playback, and Jeff or Vinnie or whoever would say to me, "Hey, man, go sit down and play the drums. Check 'em out."

That's unbelievable for me to think of now because it's so different today, and it's sad. I wish I could do that, but there are times in sessions where I feel, "Wow, there's no way I could let anybody do that." It's a scary time for music, so that feeling of "We can do this for the rest of our lives" is gone. I'd be hanging around and they'd go, "You can sit right here during the next take." I'd get to sit there and watch Vinnie play an amazing take, and in between takes they'd be jamming on something else and going for it to vent their artistic abilities. It was amazing just to be able to sit there and ask questions. I learned so much.





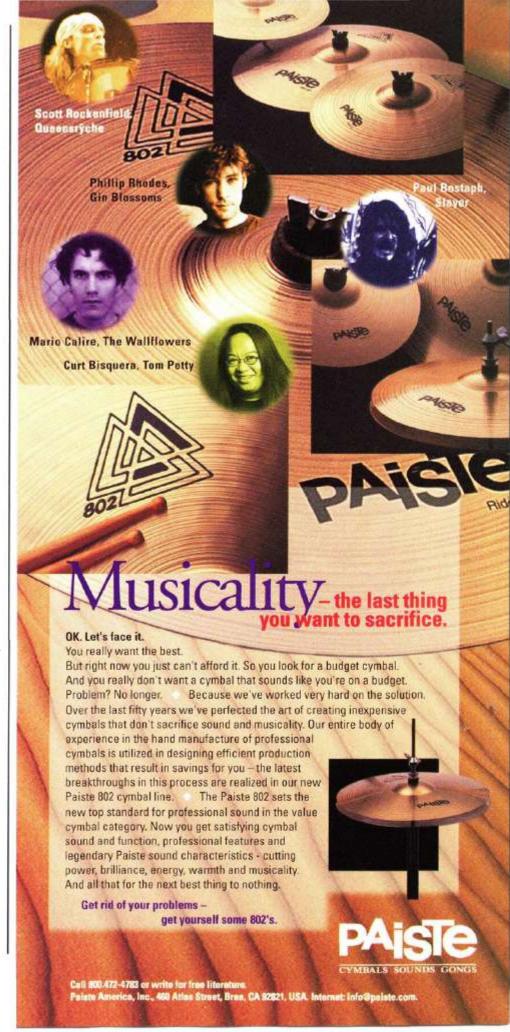
After a while, when I could drive and had a car, Jeff would say, "I'm doing this session, come hang out." He'd do some warm-up thing and I'd say, "What was that? Show me that!" "Oh, man, you don't want to learn that." "No, show me that." Finally after egging him on for ten minutes, he'd kinda do it and then let me sit down and try it. I think that type of experience is what really prepared me for this work I do.

RF: How, when you're inspired by others, do you create your own identity and style? AL: I went through my phase where I listened to everything, note for note, and played along to everything note for note. I would listen to Chick Corea's Elektric Band and think, "This is the coolest stuff ever," because it's music for the sake of music. But eventually I started realizing that when music is strictly for the sake of music, it has no purpose. Okay, so you'll have an audience of musicians sitting out there, but it's really selfish, I think.

I started to realize that to develop your own sound you have to be comfortable enough with yourself to say, "That's how they did it, but this is how / would do it." I think everybody emulates something they've heard that speaks to them. My favorite moments in music are Jeff and his pocket. And then there are elements of Terry Bozzio I love, like his flurries, but they're always in moments that work. There are elements of Stewart Copeland when he was with the Police that are among my favorites. Even though his feel was more on top, it was still such a solid, driving force. My style is a combination of all those elements.

When I grew up, I took lessons and all that stuff, but really, I think most of the learning I did was sitting in my room with headphones on and playing along to records. I would sit there and think, "Why did he play it that way? I would just play it straight through."

RF: Who were you mostly playing to?
AL: The records I really started that on were by a band called Scritti Politti.
Everything was programmed and sequenced on those records, so I knew the time was exact. Also, the guys who produced them really knew how to program the drums, so they felt and sounded real. I would sit and home in on that but also try to ignore it, so I was listening to myself



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RF: What are four of the most representative tracks you've done? AL: First off, I have a qualifier—when I think of the music I played on, I never think of myself. I think about songs, really. But for the sake of your question, on the k.d. lang record, *Drag*, there's a song called "Til The Heart Caves In," which is a beautiful song written by Roy Orbison and T-Bone Burnette. I play a simple pattern that adds a lot to the song. I had a tambourine sitting on the floor tom, so every time I hit the floor tom it had a rattling ring to it. It's a fun little song.

Then there's a song called "Crumbs" from Jonatha Brooke's record, 10¢ Wings. Again, it's a real beautiful song. It's kind of a medium-to-slow tempo with a really good groove—very laidback. There's a little bit of a rock thing to it, as well as a little bit of a funk thing.

On my dad's record, Guidum, which came out about a year ago, there's a song called "Be-Bop Drive." Another qualifier: I hate drum solos, but I love playing with my dad, and he and I trade fours on that, which is so much fun. On Doyle Bramhall's record [Doyle Bramhall II], there's a song I like called "Whatcha Gonna Do." It's in 3/4, and I love playing in 3/4. I used 18" hi-hats on that track, which sounded really good.

RF: What would you say are your strengths?

AL: I play for the song. I don't really think about what I'm doing; I think about what everybody *else* is doing. I love playing with vocalists, and I like being a part of the interplay between everybody.

RF: Weaknesses?

AL: I tend to get overzealous; I like to do too much—make suggestions for other instruments. I want to play everything. I want to do everybody's job, and sometimes I get a little too involved, which can be a mistake. I get very attached to everything I work on, which can be a strength as well as a weakness.

RF: What has been the toughest lesson you've had to learn? **AL:** I think the toughest lesson is learning to be patient, waiting for work and for something to happen. There were a couple of times where I almost went nuts from sitting around, twiddling my thumbs, and drinking a little too much red wine at night, going, "What is going on?"

RF: Why do you think that was happening?

AL: I really think it was a lesson I had to learn, which was what to do with my free time. I bought a guitar and started playing. I had messed around with my father's basses, but I knew that guitar was an instrument that interested me. I had taken keyboard classes in school, but I didn't have a connection with it when I wrote.

I started strumming on a guitar and taught myself how to play a little bit. I started writing songs. To me, drumming was never something I practiced. Sure, when I was growing up I had lessons, but I really had fun with it when I was playing along to music or playing with people. When I got back here after college, I didn't know anybody to play with, so playing guitar was neat because it gave me another outlet. That was an important life lesson, and definitely one of the most difficult.

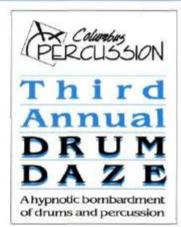
I think that the issue of "time"—not working—was something I had to be comfortable with so that when the calls did start coming in, I knew how to appreciate and handle them. It really taught me

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to not sit around, waiting for that call, but to do something to inspire myself. Now when I'm hooking up with people, I bring my guitar.

Right now I'm writing tunes for a record with Duff McKagan from Guns N' Roses. We're up at his house writing and recording. I lay down a drum track, he plays some guitar, then he says, "Hey, I really like your feel on the bass for this one." Then I go, "Dude, *you're* the bass player," but it's that kind of exchange that has really been inspirational.

RF: When we last talked, you had just gone through the Steve Vai experience, where he ended up having the band and the crew sleep on the bus during one of the coldest European winters on record. As I was recently rereading that article, I thought about how much self-respect you had to have to walk away from that gig. So many artists want something for nothing, and young players get so intimidated.

AL: I think a lot of people feel that I'm successful because of doors my father has opened. But I've been thinking a lot about what road I traveled and how I got to what I'm doing now. Actually, it wasn't so much that my father opened these doors. It was more that he taught me how to handle opening the doors, how to handle being in the situations, how to treat myself and others with respect. The people I've worked for really don't know who my dad is. What I got most out of having this wonderful father was learning how to handle these situations.

I called my dad up during the Steve Vai situation, and he told me to get on the next plane. I said, "No, I can't do that. I have to honor my commitment, although Steve has to get me out of this." Steve could have been a jerk and said, "I'm not going to get another guy in here, you're stuck," and I would have honored it because I had agreed to do it.

RF: But that was over the top, and your health was at risk. **AL:** Absolutely, which is why I'm glad he got somebody in there fast. It comes down to the lessons my father taught me and watching what he's gone through—being around when the good and bad times happened. I watched my dad sit around for months during the whole bad '80s synth-bass time, going, "How do people think that sounds better than what a real instrument can do?" His experience helped me be strong in this business.

RF: What's been the toughest musical experience you've had?
AL: I was always afraid of certain sessions, like film stuff, where it's the hardcore chase scene with a ridiculous chart. Actually, I got called to do one, but thank God it was just me and Luis Conte. It was about three years ago for a TV movie with Kelsey Grammar, so it was the two of us having to read this intense chart with incredible cues.

Luckily the composer was a sweetheart who really just wanted our feel, but he also needed a certain amount of precision. He would stop the tape and go, "Okay, this section is just the next eight bars grooving in 7/8," then, "Okay, now let's try to catch that section that goes from 15/8 to 5/4. Those figures amplify the machine gun hits." We pieced it together and the finished product sounded really good.

I also played on a Bette Midler soundtrack, *It Had To Be You*, where there were five percussionists and a full orchestra. My dad was on the session. I had just done three days straight of quadruples, and this was the third-to-last session I had to do, and I was





sick. I showed up with the tissues, sniffling, water, pills. Luckily my chart just said, "samba feel." But as far as the hardcore sight-reading stuff, I'm not the guy.

RF: Yet you went to school, so you must know it.

AL: But that has to be the stuff you do regularly, and it has to be something you love to do. The intellectual side of music is not something I enjoy anymore. There was a time when I did, but it's definitely moved from my head to my heart.

RF: Do you feel your schooling was important?

AL: Yes, on many different levels. One, because I think it's important to try to understand as much of the craft of music as possible, from every angle—from the guy who is arranging for big band to the guy who is getting sounds and mixing. The first couple of years of school were a drag for me because there was a lot of stuff where I went, "I'm never going to want to do that, that's ridiculous." Now I'm kinda kicking myself for having a bit of that attitude.

RF: What do you wish you had paid more attention to? **AL:** Film scoring stuff. I did take some courses and I do understand it, and put in the position, I could probably figure it out again. But I wish I had paid closer attention to the mathematical stuff.

When I was taking mixing courses, they used to test us once a week by playing pink noise. You'd have to identify, say, 15k. I think if I had really focused on that, instead of going to play with my rock band, I would have been a little better off. I also wish I had paid a little more attention to some of the general-education stuff, like history and art history, things that make you more well-rounded. Now when I go on the road, I bring books and try to inspire the life aspect of music as well.

I almost quit school after a year and a half to go on the road with Barry Manilow. I went to hang out with my dad at a Manilow session. Harvey Mason was the drummer, and he said, "Hey, man, go check out the drums," and while they were supposedly listening to the playback, they were actually listening to me play for fifteen minutes. I stopped and all of a sudden there was this applause, and I went, "Oh no!"

When they found out I was at Berklee, they asked me to put together a whole band. So I put together a group of eight guys, and they flew us all out and auditioned us as a band. They really liked it, but then they said, "You guys are all too young." The implication was that we made Barry look old, which I totally understand. We were all nineteen-year-old kids, but it was good for me and it started that whole patience lesson. And it was good that it didn't happen. It would have been a mistake if I had left school. I would have missed out on a lot of the soul-searching that I think happens in college—not only musically, but also with people, just understanding life. I'm glad I stayed.

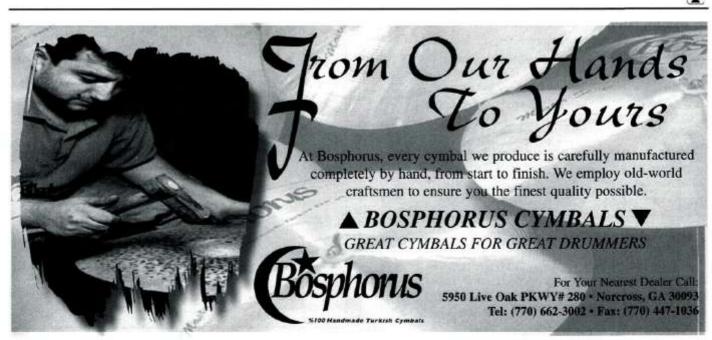
RF: What do you want now?

AL: I want the confidence of knowing that I can still do this. I don't want to have to worry about getting the next call. I've been really good about living below my means, but it would be nice to be able to stretch that a little bit. There are two things I really want to do within my lifetime, though: One is to produce a record, and the other is to make a record that is all mine. I've been writing a lot of my own stuffjust for me, and I have about twenty songs to record now. I want to do it all myself—play, sing, everything. I have sung background on all the tours I've done. It's neat to be able to do that.

RF: Have you found it difficult to drum and sing at the same time?

AL: No, but it is a whole other thought process. Drumming has gotten to the point where it can be automatic—which is a good and bad thing. When I focus in on it, it's not automatic, but I can do a show where what I'm really focusing on is singing a line.

Wendy & Lisa produced the record I played on with Doyle Bramhall, and to promote the record we went out for three weeks on a little tour with him. Singing along with Wendy & Lisa with all these thick background parts helped me learn about blending and what my personality is as the person up front. I've been writing a lot, and I would love to come up front, maybe have a little trio with me playing guitar and singing. And nothing too complicated; simplicity is the theme for me.



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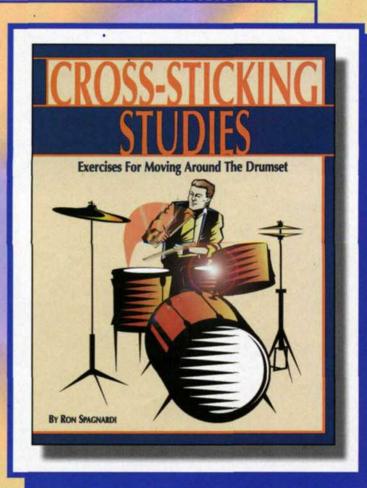
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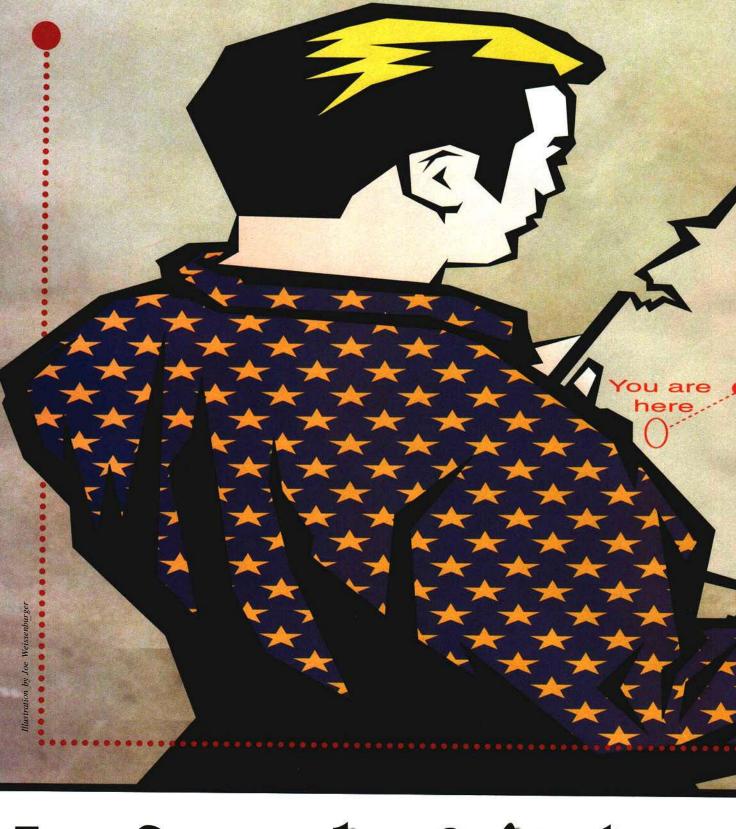
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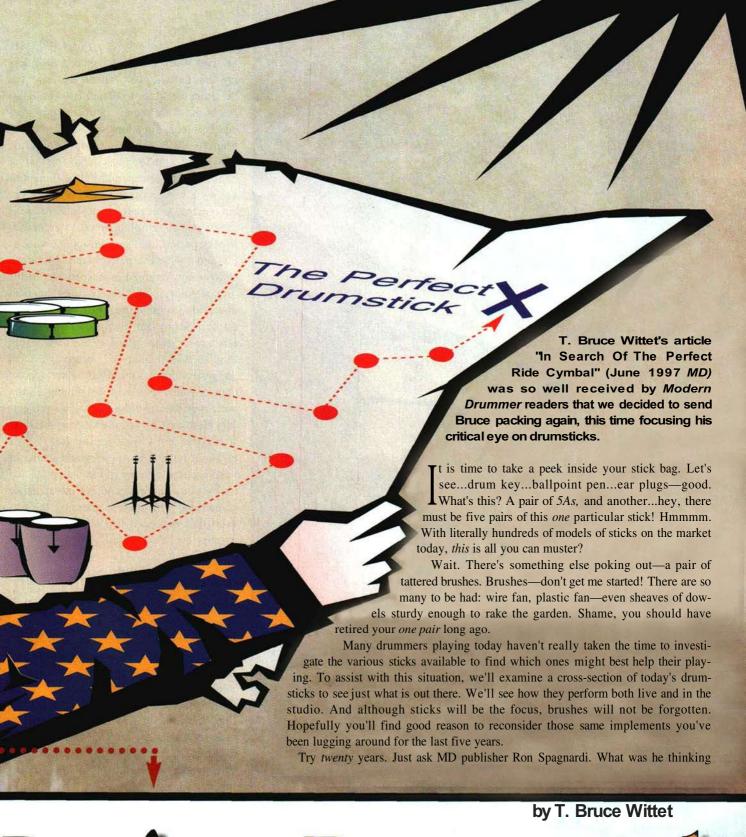


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In Search Of The



Perfect Drumstick



in the months prior to the 1997 MD Festival Weekend? Ron had been considering that he had only "talked the talk" for the drum world for too long. He decided to "walk the walk" again, performing in solo and ensemble situations with industry veterans Herb Brochstein, Don Lombardi, Roy Burns, and Vic Firth. Knowing that he had a big performance ahead of him, Ron knew he had to carefully think about his equipment—especially what sticks to use.

Spagnardi sampled brand after brand. Weeks passed, the New Jersey snow melted, and—with the performance just days away-Ron returned in desperation to his original stick, a 7A. "I was getting fanatical about what stick to use," he says. "I decided to just go out and play. But at the rehearsal with the guys, where I was using the 7As, Bill [Miller, MD Features Editor] suggested that I should go to my second choice, which was a 3A, something a little weightier, because the 7A wasn't projecting. Herb was using an enormous stick, as was Roy, and I was getting lost." This eleventh-hour turnaround was a stroke of wisdom. Ron's flurry of doubles projected easily to the last row and got the audience screaming, with no one guessing the turmoil that preceded the seamless performance.

The Right Stick

For the drummer beginning his search, the bad news is that there is no *one* perfect drumstick, due to differences in individual physiognomy. The good news is that diligent investigation will turn up *many* perfect sticks. They're not all newfangled models, either. You may be surprised to find significant variance in middle-of-the-line stalwarts such as *5As* and *5Bs*. Each drumstick manufacturer has come up with a distinct take on the issue—a quirky tip, a funny taper, an eighth of an inch off the top, and so on.

If you have ever entertained the thought of a custom stick order, read on. It is entirely likely that your perfect stick is available *a la carte*.

It Wasn't Always This Way

Twenty-five years ago, if we had had the drumsticks we have now, we'd have thought we'd died and gone to heaven. Back in the '70s, the splinters coming from some sticks could draw blood. And drum-

mers would roll stick after stick on a glass counter praying for something that didn't wobble along like a banana. These days, the wood has nary a blemish. The tips are fine and polished. A surgeon could perform an operation with these. Sure, there are minor inconsistencies because, after all, we are talking wood, right?

Whoooaaa, pardner! Did I say "wood"? Maybe we're sliding down a hill before checking for cactus. Fair enough, wood is still the majority of the market. But we have among us fine contenders in synthetics, aluminum, and various alloys, some of which have been sticking (sorry) quietly to their work since the '60s.

hardware firm.

Many drum companies "sent out" for sticks just as Camco "sent out" for brushes. It was simply not cost-effective to tool up for the rigors of drumstick production. Workers had their hands full answering the huge demand for drumsets that Ringo had generated. To this day, many major drum companies and retailers contract experts like Vater, Cappella, and Zildjian to take care of their stick trade.

Drumstick Anatomy

A few terms of reference: The shaft is the part you grip. For some, a thick shaft makes good sense. Some of us have bigger rounded at both ends. It offers a broad sound due to the greater striking surface.

Round and oval tips are more symmetrical. That is, no matter what angle you strike, a rounded surface touches down, resulting in much less timbral variation. Consistency, lightning quick movement, and seemingly brighter ride sounds are attributes of smaller versions. Oval tips plop a little more mass on drumheads and cymbals.

The above attributes are mitigated by the taper, where the straight profile of the stick angles (the radius) from the stick's shoulder to its neck (throat) and tip. If the shoulder is positioned a good distance from the

"Inevitably, that perfectly matched pair of sticks will become separated in your stick bag. Ultimately, you must reach into the darkness and come up with two playable sticks."

The Gretsch 1949 catalog listed three Dance models, a Louie Bellson Dance model, two Concert or Band models, two Parade models, and even heavier Practice Sticks. Lengths ranged from 14 7/8" to 17", and the consumer got a break by buying in quantity: 800 per pair, a dozen for \$9. Four brushes were offered "made of finest quality, rust-resisting piano wire."

By 1966, the price had doubled. Alongside the jazz signature models, Gretsch featured the new 4D Rock 'N' Roll, "an ideal choice for today's beat whether it's Liverpool, Detroit...."

Mid-'60s Camco Drum Company catalogs offered four "Jazz" models (7A, 8A, IA, and PeeWee), four "Dance and School" (2A, 3A, 5A, and 6A), four "Concert" (IA, IB, 2B, and 5B), and three "Parade" (IS, 2S, and 3S). Nylon-tipped sticks were available on three of the above models. Camco augmented their catalog with Walberg brushes, made by the famous

mitts, you know? Imagine trying to drive a concrete nail with a small hammer, and you get the picture. Thinner shafts absorb less vibration and provide increased sensitivity. To confuse us, stick catalogs mix millimeters and inches when measuring diameter, but it all works out somehow.

Stick lengths range from about 14" for certain orchestral models to almost 18" for metal-style models. The former provide control; the latter, increased reach and vol-

The bottom end of the stick is the *butt*; the top is the tip or bead. Tip shapes fall roughly into three categories: acorn/teardrop, barrel, and round/oval.

Acorn or teardrop tips are distinguished by the way they meet the shaft—the former in a severe cut, the latter in a gradual curve. On a ride cymbal, they provide a range of sticking surfaces and sounds, depending on the angle of stick to cymbal.

The barrel tip is elongated and slightly

tip, then the angle is usually quite shallow: This is what is called a long taper. This means a skinnier neck and less wood toward the front of the stick, which promotes increased bounce. A short taper places the shoulder closer to the bead. Think of the relative gracefulness of a giraffe (long taper) vs. an elephant (short

Generally, sticks have a single taper and radius. Bob Gatzen likes tapers so much, he put two of them on his namesake Regal Tip stick: "I pushed the first angle of the radius farther down the stick and created another radius just above it. When you transfer energy through two angles it's less direct. The energy becomes diffused, and far less pressure is placed on the tip of the

A note about taper and bounce: Some players prefer a long taper and "bouncy" stick. But remember, too much bounce and the stick is playing you. A shorter taper

puts control back into the hands of the player and, incidentally, puts more wood into what can be a vulnerable area—the neck.

Composition

Most sticks are made of hickory, a dense wood that provides enough flex to absorb the shock of a rimshot. Hickory is used on ax handles and hammers, although drumstick hickory is taken from a different part of the tree.

Maple is a lighter, less dense wood, and has a faster feel. Today's maple sticks exceed the durability of the ubiquitous Canadian maple sticks I played as a youth. According to a Regal Tip engineer, the difference lies in the basic selection of lumber; Alan Vater attributes the longevity of his company's maple sticks to a proprietary vacuum-drying process.

Since maple is lighter, a beefier stick can be made without excessive weight. A Zildjian *Bonham* model, a real thumper in hickory, might make an orchestral percussionist very happy were it made of maple.

Oak is favored for flooring because it is

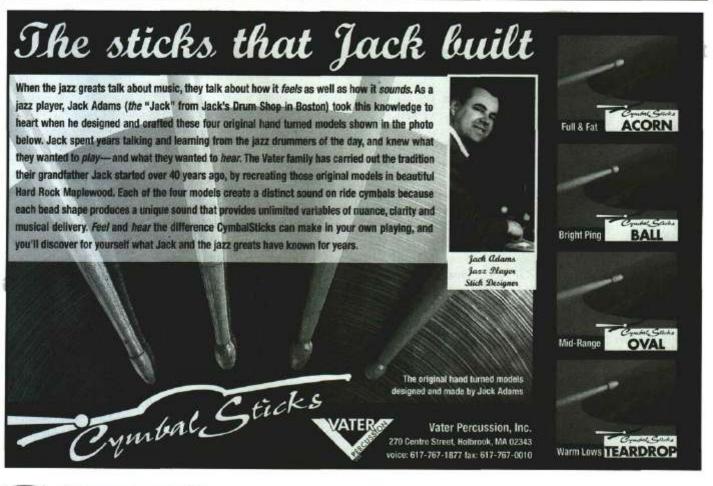
"Back in the '70s, the splinters coming from some sticks could draw blood."

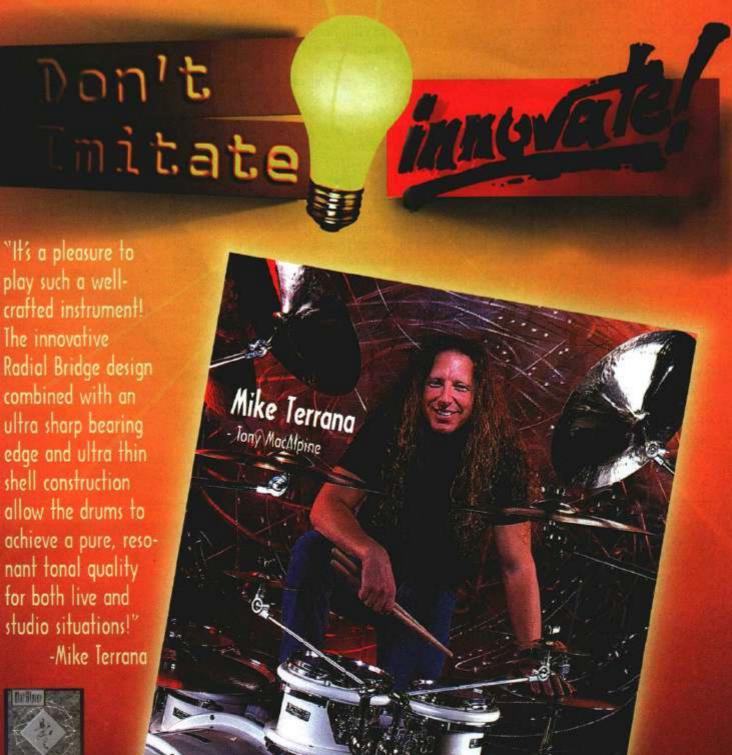
rock-hard and has little flex. The arguably more brittle feel of oak drumsticks can be countered by a relaxed grip—or by the application of one of the many stick tapes or wraps.

In an attempt to synthesize the feel of wood—while substantially increasing durability—various materials have been employed: hollow aluminum, hollow aluminum filled with shock-absorbent material, other metals, mixes of plastic and wood fibers, fiberglass, and graphite. Though a couple of these models have found favor with several top players recently, synthetic sticks are not a recent phenomenon; the Rogers 1959 catalog advertised "Duralam" molded fiberglass sticks.

Plastic or nylon tips are good news for those players who wear down tips but rarely shatter sticks. However, some players feel that nylon gives a brittle sound to ride cymbals, and furthermore, feels unnatural in the hand. Those who have spurned these in the past would do well to A/B today's selection before leveling a definitive criticism.

To the finish! From Pro-Mark's *Natural* series (buck naked), to Regal Tip's glossy







PLAYING ON THE NEW TONY MACALPINE CD. VIOLENT MACHINE, METROPOLIS RECORDS.



coating, there ranges a variety of sealants, waxes, varnishes, and lacquers. Here, beauty is in the eye of the beholder. If the beholder perspires profusely, it would be prudent to check out unfinished sticks, or those various finishes that develop "tackiness" once heated by the hand.

The Fallacy Of Pairing

In a perfect world, drummers wouldn't lose wing nuts under bass drums that creep. But stuff happens. Inevitably, that perfectly matched pair of sticks will become separated in your stick bag, free to mingle with others. Ultimately, you must reach into the darkness and come up with two playable sticks

Vigilant against warpage, we roll sticks on a flat surface. We divine pitch by tapping against a hard surface: finding two similar tones, we know we're in business. Then we arrive at the gig and instinct tells us to put a heavier stick in our weak hand (to "compensate"), the lighter in our strong hand. The point here is to not stress out over trying to find sticks that are "perfectly" matched.

Live Jazz Gig, Small Room

A week or so before the clinical testing of sticks was to begin for this article, a gig came up for me—a two-nighter with a jazz trio. The tiny room, lined with ceramic and glass, was traditionally a haven for Celtic folk jams and bodhrans. The operative question was, "How can I play quietly enough?" Obviously, brushes were in order, but I know I speak for many when I say that I yearn to go to *sticks* during a chorus or solo.

What got me through the gig was a new breed of so-called "jazz sticks." Despite their proportionately small market share, jazz drummers have spurred on innovations in stick designs.

To cover the gig, I "cheated" and dug into the sticks I was preparing for studio testing. I included Regal Tip's new maple version of their successful hickory 8A—not a jazz stick, per se, but it lowered the decibel threshold a touch. On another tune, I tried a Zildjian Concert Jazz stick—which played a little heavier. Next was a Vic Firth Peter Erskine Ride Stick with an acorn bead, a more versatile stick than Peter Erskine's first, round-beaded version. A

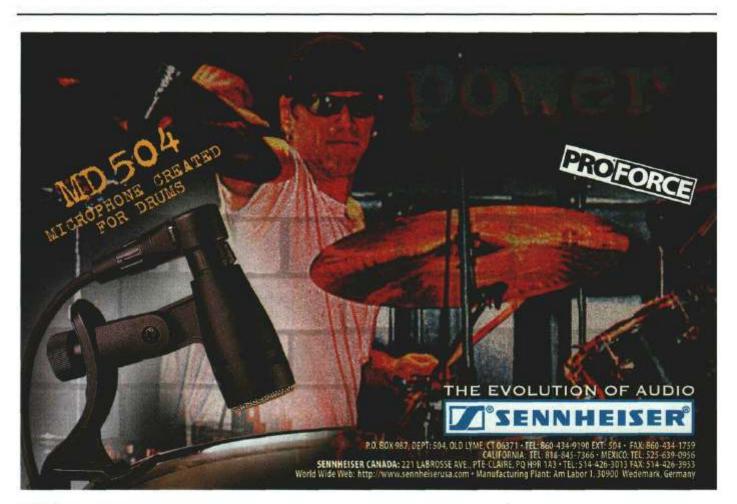
Trueline *Professor* (light version), with no bead at all instantly delivered that Tony Williams caw-like-a-crow dark ride sound.

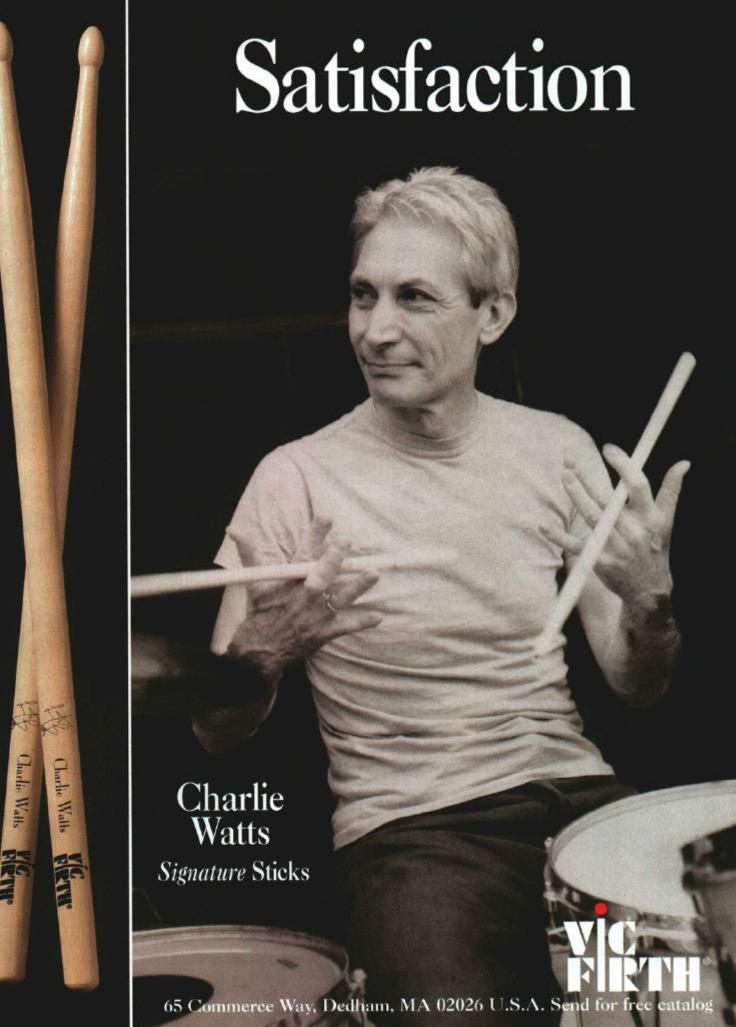
I found myself returning again and again to the Zildjian *Acoustic Combo*. A substantial yet light maple stick, it fulfilled its mandate. Two other jewels were VeriSonic products, both with green aluminum shafts: their *Pencil* stick, which gave a dry, almost pitched note to my ride, and the *VS 35* brush—extremely light and controllable. My drums sounded fresh to my ears. My cymbals sparkled. No one complained about the volume, and we all know how rare that is!

On the second night, I tried the new Vater series of *Cymbal Sticks*. Comprised of four similar-weight maple sticks, the trick is in the tip. There's a *Teardrop* (producing a polite cymbal sound), an *Acorn*, a *Ball*, and—ta dah!—my new best friend, the *Oval*—actually a longish barrel tip providing darker yet pointed sounds on my ride cymbals. Very nice.

Studio Trials

Barely a week later I brought a U-Haul full of sticks to a local recording studio,





Raven Street (also the home of a local community college, The Audio Recording Academy [TARA]). We miked the drums in the studio's big room (45'x30'), and recorded bass guitar tracks, too, in order to provide a musical backdrop. TARA students added to the process by filling out evaluation sheets on how the sticks affected the sound of the drums and cymbals. It was enlightening to hear the comments of mostly non-drummers, totally free of bias, and it was useful to have a backup tape for reference.

Turning to the sea of sticks, it began to dawn on me that in the sometimes crowded confines of music shops, an overwhelming selection has been available for some time. And yet I had safely steered to the status quo: my usual Pro-Mark 747s, Vic Firth Steve Gadds, Regal Rocks, and so on—fine sticks, all of them, but admittedly falling within a narrow, "medium" window. As tape rolled, I found that, proportionate to my venturing outside my usual predispositions, I was rewarded. The following are excerpts from a day's work in the studio, playing verses, choruses, twelve-bar

blues—sometimes dictated by the feel of the stick. It was tough work, but somebody's got to do it.

(The setup used for this test consisted of a DW 10" tom with a clear *Ambassador* head, a Camco 13" tom with a clear *Emperor*, a Camco 5x14 wood-shell snare drum with a coated *Ambassador*, a Camco 22" bass drum with an *Evans EQ1* head, a Sabian 20" *Raw Dry* ride cymbal, a Zildjian *K* 20" *Heavy* ride, a Sabian 15" *Sound Control* crash, a Sabian 18" *HH* thin crash, and a Zildjian 13" *A* hi-hat top over a *Sabian AAX* 13" bottom.)

Medium-Weight Sticks

Pro-Mark 5A, wood tip, hickory: Its shaft is a little thinner than the others', and leads to a thick throat. I liked this particular combination in moderate-sized acorn wood tip, and found it had a good balance of power and control. The students and engineer agreed on the "clean drum sound, warm cymbal sound."

Zildjian 5A, wood tip, hickory: I found the thicker shaft and substantial acorn tip took a moment's adjustment, but I was pleased with the bounce and strong ping on the ride. Students' comments ranged from "no discernible difference" to "excellent, great attack, brighter."

Regal Tip 5A, wood tip, hickory: This stick is slightly shorter than the others. It felt solid in my hand, and by backing off the ride cymbal a little, I was able to control the wash. Remarks were unanimous on a "warmer drum and cymbal sound" with "less attack on the ride cymbal."

Vic Firth 5A, wood tip, hickory: This was "one loud stick," according to the students. Despite having passed this one over in the store many times, I found it a real pleasure to behold. A nice blend of power, articulation, and bounce.

Vater Los Angeles 5A, wood tip, hickory: Thicker in the shaft than the Pro-Mark, with a longer taper and larger tip than the Firth, this stick had the right bounce for me. I especially liked the way it sounded when alternating tip and shank across the top of the hi-hats—nice and crunchy on tape.

Ayotte 5A, wood tip, hickory: This one recedes to the most deviant tip of the lot







mike

Mike Piazza and Charlie Benante?

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lot of fun.

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Anthrax. What you may not know is that Mike Piazza, one of the world's greatest baseball players, is also a drummer.

Charlie and Mike hold great admiration for each other in their respective professions, and for years have exchanged tips (as humorously depicted in these photos).

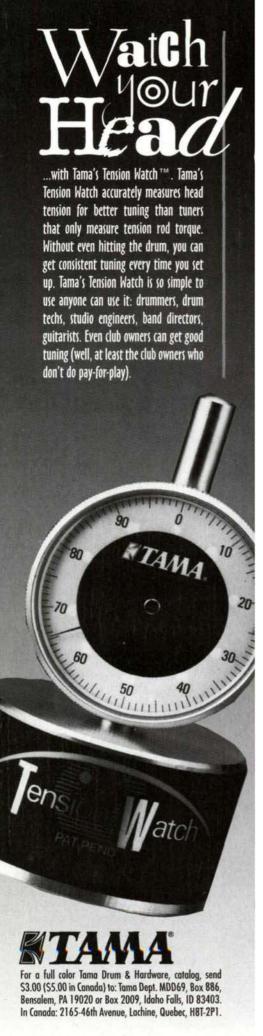
in their own right.



CYMBALS SOUNDS GONGS

You may have seen Mike hanging out at Anthrax shows, marveling at Charlie's chops, or Charlie sitting near the dugout, checking out Mike's swing. Both of these guys also share their love for the Paiste sound. When it comes to cymbals, there is no compromise for these professionals. They know what it takes to get the job done. And they know how to have a ball doing it.

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(more teardrop than acorn), while retaining the basic 5A middle-ground characteristics. It produced a warm sound and more wash from the cymbals.

Trueline *Classic 5A*, wood tip, hickory: More bang for the bucks with this one. I found it easy to get an Al Jackson snare rimshot, solid and dry. while the ride cymbal washed in a very contemporary way.

Pro-Mark 5A, wood tip, oak: Same grip and taper as the hickory. What is different is the rimshot, replete with the kind of overtones you usually achieve by changes in heads and tuning.

Most manufacturers' nylon-tipped 5As are ostensibly like their wood versions, noting of course the obvious raison d'etre of nylon tips: sharper sound and durability. An exception is the Regal Tip model, which features a long taper to the nylon bead, resulting in a bright, pingy cymbal sound and a much ringier rimshot than its wood counterpart. We're talking 5As that are miles apart!

Ahead 5A, standard tip, synthetic/metal: Christmastime in the drumstick world. It felt good, had nice bounce, and was full and loud on the drums. The students remarked that my backbeats were more consistent (Oops! They weren't before?) but that the cymbals washed a lot. Concerned about the latter. I checked the playbacks and instantly fell in love with the ride sound. The lows were predominant, evoking '50s K Zildjians.

VeriSonic Rock, plastic tip, aluminum: This was the closest of the VeriSonic models to a 5A. Instantly the stick felt good, and gave a sizzling snare drum rimshot. Comments ranged from "crispy, punchy, drew out resonance of toms, clean on ride cymbal" to "not as loud as the Vic Firth."

Mainline 5A, "natural" and plastic tips, synthetic: These felt like wood and had a solid sound and balanced feel. Oddly. I found myself preferring the nylon tip version, on playbacks too. That is, somehow it sounded warmer on the ride cymbal—rarely a characteristic of nylon tips. Nashville alert: the cross-stick sound was so good it could have been sampled.

A Little Heavier

Kenny Aronoff once said that he considered the 5B stick a "gateway stick" for stadium rock. Although I never used a 5B professionally, I was pleasantly surprised.

Pro-Mark 5B, wood tip, hickory: The most "centered" 5B I tried. It had no predominantly forward or back-heavy feeling. and there was a very short accommodation period. Students liked the powerful sound and articulation on cymbals.

Regal Tip 5B, wood tip, hickory: A chubby shaft, thick throat, and short taper leading to an acorn tip all combined to prematurely excite my 20" ride cymbal. The ultimate effect was a warmth unanimously noted on the evaluation sheets.

Vic Firth 5B, wood tip, hickory: This stick's slightly longer taper made for greater articulation on my lighter ride: it shared this feature with the Zildjian 5B hickory, wood tip.

Vater 5B, wood tip, hickory: Same style of acorn tip. with a touch more weight toward the front, for a bigger sound on drums and cymbals without any sensation that I was losing control of the situation.

Ayotte 5B, wood tip, hickory: This shared a certain warm and fuzzy ride sound with the Regal model. It has a smallish, teardrop tip. The maple version had increased girth and lightened up the ride sound.

Joe Porcaro 5B Diamond Tip, wood tip, hickory: Cymbal lovers will stand up and shout. I figured the sharp tip edges, which confer its name, would see me apologizing for a wispy, swizzle-stick ride sound. Wrong. We're looking at a perfect complement of overtones on ride and hats. Students loved it. I much preferred the nylon-tip version, which successfully copies the weird Sputnik wood tip: if you're going to go "out," go all the way.

Ahead 5B, standard tip, metal: Easy to play, it gave out a solid "thunk" on drums. I changed to the heavy *K*, and this stick gave out a full "ping" sound that had penetration without undue shrillness.

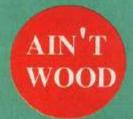
More Power To You

Now to the heavy artillery—sticks designed for projection and durability. During the testing. I put the heavier ride cymbal on the stand, feeling that the extra "resistance" was in keeping with the basic design of the sticks.

Vater *Power House*, wood tip, hickory: This is a stick that lives up to its name. All the same, I found myself reverting to traditional grip and playing some bebop; the balance of this stick was that appealing.

MAINLINE

STIGKS

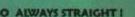


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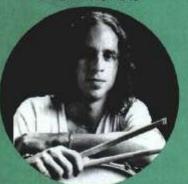


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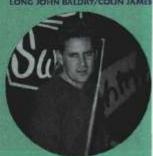
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Pro-Mark 2B, nylon tip, oak: Never was such a rimshot achieved with so little effort. An extremely controllable stick, even for drummers accustomed to much lighter sticks in hickory.

Ayotte 2B, wood tip, hickory: Longer than the Pro-Mark, with a little more bounce and more wash from cymbals.

Vic Firth *Metal*, nylon tip, hickory: My extra-heavy power ride opened up like a medium. *Now* I get it, and so did tape levels—pure saturation!

Regal Tip 3B, wood tip, hickory: An extra-long stick, it provided astounding reach and, with its short taper, felt really unique, somewhat like a heavier 8A. If I were playing larger venues, I could grow to like this one.

Vic Firth Vinnie's Viper, wood tip, hickory: With a disproportionately large acorn tip, this was a viper indeed—albeit easier to tame. Don't try this at home without tightening your tom heads, because they'll dent. Neat.

Zildjian *Tony Williams*, wood tip, hickory: Metal drummers might fancy this one, especially if previous choices have been a little long. An easy stick to record, it brought power *and* articulation to the fore, not an easy feat.

Zildjian *Bonham*, wood tip, hickory: My initial feelings about overkill in the taper and manly tip gave way to a respect at the fine balance achieved on this model. It barked on tape!

Meritorious Mentions

Trueline *Professor*, no tip (heavy version), hickory: That's right, no tip. With its ergonomic, sculpted "knob" at the grip area of the shaft, and absence of tip, this was a crusher, creating thunderous rolls around the toms, and a mighty snare backbeat.

Regal Tip *BG***, wood tip, maple:** Despite what seemed like a long taper (or tapers!), this stick had a solid, reassuring feel. In the control room they were talking about the "crisp attack."

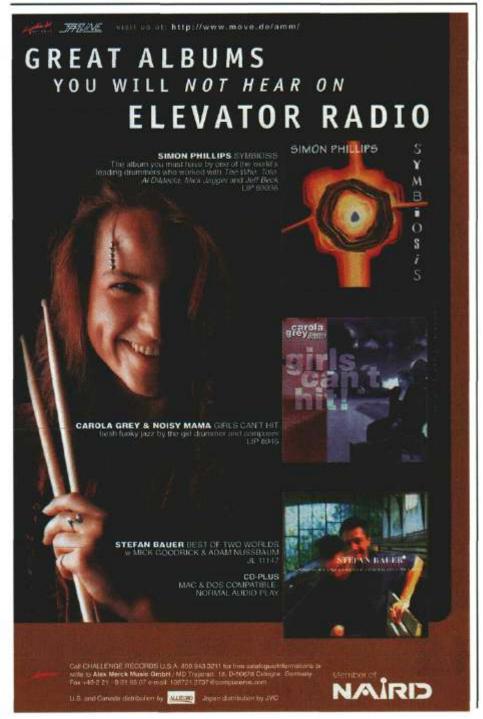
Vic Firth Steve Gadd, wood tip, hickory: A shorter stick with a short taper and barrel tip. There was the feeling that everything I did, this stick would do. But it wasn't going to do me any favors either—such as provide extra bounce. The engineers were unanimous in praise for the ride and hi-hat sound ("full, solid, crisp").

Vater Excel, wood tip, hickory: Weighing in around the top side of medium, with a shortish taper and barrel tip, it gave authority to my ride—an aggressive attack without any obnoxious overtones. Engineer and students alike commented on its full sound on both drums and cymbals. I took an instant liking to the feel and would buy another pair in a pinch.

Zildjian Roy Haynes, wood tip, hickory: Very reminiscent of the old Gretsch 5D Jazz stick, this one combined a substantial acorn tip with a light front end. Comments in the control room were "clarity between drums and cymbals; crisp, poppy, bouncy sound." Cool stained finish, cool to play.

Regal Tip *Horacio Hernandez*, wood tip, hickory: The engineers kept on about "warmth" and "natural sound," which was verified on playback. I was impressed with its balance and versatility.

Regal Tip *Carl Allen,* wood tip, hickory: Is that a big tip, or are you just happy to see me? With its sizable arrow-head



bead, this stick is capable of pinpoint accuracy and fat, dark sounds on cymbals. Such audacity!

Ayotte Shuffle King, wood tip, maple: I could have shuffled all night. The light weight and blockiness conspire to create a stick well suited for repetitive activities.

Vic Firth *Terry Bozzio Phase 1*, wood tip, hickory: Weirdorama! Thick neck, large oblong or "reverse acorn" tip. Many usable parts of this stick ensured that a variety of unique sounds went to tape.

Pro-Mark *SD-9 Bill Bruford,* **wood tip, maple:** Substantial in the hand, yet fast, fast, fast. Refined sounds on cymbals and snare.

Zildjian Louie Bellson Saturn Tip: Talk to Louie and you'll realize that his feet are planted firmly on this planet; yet the tip of his stick looks like.... A well-balanced stick, not limited to Bellson's realm of playing, it gives solid rimshots and a little extra sting to ride sounds—due to "Saturn's rings," no doubt.

Brushes & Scrapers

It would take a separate article to do justice to brushes. Not so long ago, they were a dying art, but since the advent of "unplugged" TV concerts, drummers have been returning in droves. Here are some "best bets."

Zildjian *Professional* a.k.a. "Adam Nussbaum": With its nice rubbery/siliconish grip and variable fan settings that do not slip, this model handles well at all dynamics.

Regal Tip *Whiskers;* A little mushy for a typical jazz swish sound, this was a boon for country train beats and folky backbeats, and had a great, lightly cushioned handle.

Vater AcouStick: Who-woulda-thunkit? Seven thin dowels wrapped in an outer six plastic sheaves for protection, lodged in an extremely user-friendly grip—this was a winner. My local retailer wondered about drumhead wear, but I noticed nothing untoward, studio or live.

Vic Firth *Bams:* Bamboo, split and spread naturally! One of them had a slight warp, which enhanced the organic effect. You don't need a drum to hit; they are instruments in their own right. Bob Moses, are you listening?

VeriSonic *VS* 35: I wouldn't use it on a loud gig, but everywhere else it was perhaps the most versatile and controllable brush I tested. It is so snug in its housing

that doubles can be played on any surface with ease.

Pro-Mark *Hod Rods:* Numerous narrow rods lessen the feeling that you are playing a sheaf of dowels; the sound is less "hard" than some similar designs and spreads to something analogous to forty-two-strand snares.

Pro-Mark *TUBZ:* Big, red, plastic tubes. These forced me to lighten up and enjoy subtleties. In the studio, the engineer and students thought I was kidding, but got the joke when these went softly to tape. Place one flush with the overhead and sing—they'll never forget you.

Durability & Comfort

In one sense, we do not want our sticks to be invincible. The very qualities that make a wood stick desirable are those that hasten its downfall. Eventually, nature will have its way with a stick. You can slow the process by lightening up on hi-hats and rides, and by lifting the stick off the rim milliseconds after a rimshot.

Seek *comfort* over durability. A comfortable stick will encourage a relaxed grip. Less tightness means less breakage. Right now, you may complain that only a couple of models are comfortable. However, with diligent experimentation, many sticks will begin to feel comfortable to you. You will become less shackled to a particular model—and less dismayed when you cannot find it.

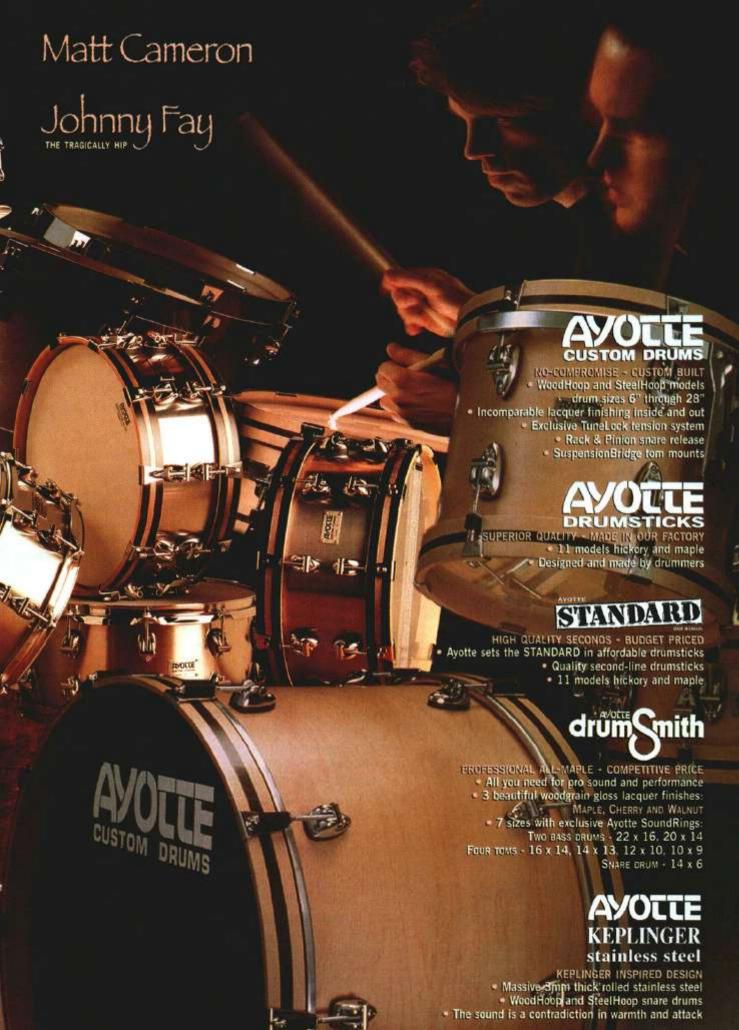
Judge a stick not on its life span, but on the *sound* it produces. A stick is an *instrument*, and carries an inherent sound or sounds. Discovering the appropriate combinations, you will cease beating your drums and cymbals to death with an inadequate stick. Don't bash, but find sweet spots on your drums and cymbals. Try a heavier stick, or if you're at that particular limit, a lighter stick.

Breaking a stick or two on a loud gig is not a big deal. Breaking ten sticks, however, is a warning sign that you need to reevaluate technique or stick choice.

Fortunately, sticks are still a bargain, generally retailing in the \$6 range, and many companies offer "seconds" for half that. These may have a blemish or slight warp, but are usually fully playable and provide an excellent means of experimenting with new models. The search continues.







by T. Bruce Wittet

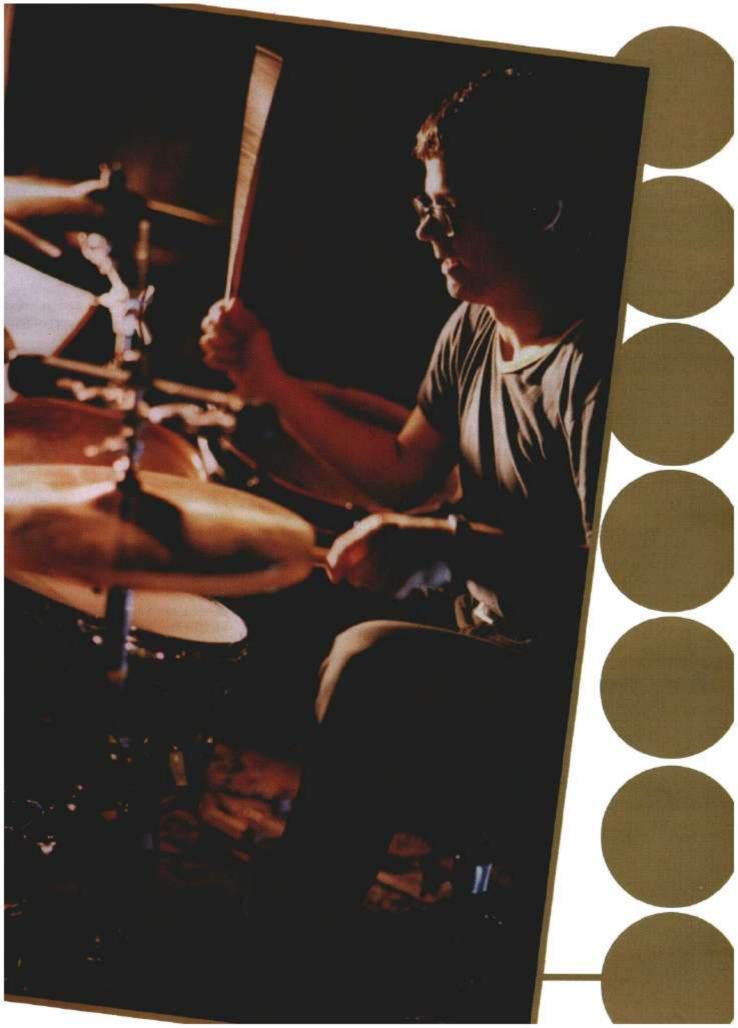
he night Our Lady Peace played Rochester, New York, the crowd was revved up. Maybe a little too much so. Midway through the set, a bottle rocketed towards singer Raine Maida. He took it in stride, as did guitarist Mike Turner, bassist Duncan Coutts, and drummer Jeremy Taggart. Raine confided to the agitators, "Listen, this is not my real job. I'm an air traffic controller. If you hit me in the eye, I hope it's you that gets on a plane tomorrow."

The score settled, Our Lady Peace finished off the evening and sat quietly on couches backstage. There was beer by the case, but none was touched. Talk turned to an intro here, a bridge there, and the sound of a new guitar. For OLP, each concert hall and modest dressing room provides an opportunity to practice their craft, showcased on their debut album, *Naveed*, and considerably honed on the follow-up, *Clumsy*. Sometimes pegged "alternative," they have racked up American sales approaching mainstream acts'—quite an accomplishment for a Canadian band.

The first thing you notice about Jeremy Taggart's drumming is the big, hollow backbeat. Then it's the dynamics: total silence, or delicate flutters on riveted hi-hat and snare. Then BAM! It's back to the onslaught. He's a giant bulldozer with a thousand links syncing together effortlessly for every crunching turn of the tractor treads. Yet if you were to take one look at Jeremy, you'd probably cast him in a nerd band. OLP producer and honorary fifth member Arnold Lanni recalls the drummer's audition:

"All of a sudden this long, gangly looking guy comes in, looking like he doesn't even shave yet. And he has these really funky glasses. He looks like he could break, he seems so fragile. I watch through the glass while he's setting up, and I'm laughing on the inside, because this kid is going to get *demolished*. But finally they play something and he starts banging away. About twenty seconds go by, and I run out of the control room into the recording area, and yell, 'I know I'm not supposed to do this, but *this* is the kid right here. If you let this guy go, you're a bunch of idiots.' I could see it. He had the fluidity, the command, and the confidence when he played."

Born April 7, 1975, near Toronto, Jeremy started playing drums in 1989, abandoning dreams of a career in baseball. Seven years later he so impressed his peers that Alex Van Halen invited him on stage to perform 'You Really Got Me' with his group. Fearing he would soil his pants, Jeremy declined. "I'd do it now, though," he says confidently.



"We wake up every day and realize how lucky we are to be able to do this as a career. That's what keeps us honest."

JT: When you're working on the road constantly, you get a lot clearer and a lot more confident with what you do. Performancewise, it just gets better and better. Of course, that doesn't mean there can't be problems. In fact I'm having a weird problem right now. I'll play something, and I know I've done it a billion times, but it's not right. Then I'll do the same thing at rehearsal, and it's fine! My mind starts playing tricks on me. Ideally, the more I do it, I should just forget about it and play it without thinking about it. But that's the hardest thing to do sometimes.

BW: Do the rigors of the road create physical problems as well?

JT: No. I was lucky enough to have had pretty good teachers. My father was a jazz drummer and tabla player. I was taught proper technique early on. Along the way I learned to find a problem and solve it before it became a bigger problem. If you were growing up in the '70s and had a pain in the wrist, there weren't a lot of books or videos you could research about that. Now there's everything you can think of.

BW: You have a very aggressive style. What kind of music did you hear around the house? **JT:** A lot of John Coltrane, Cecil Taylor, and Miles Davis. When you're hearing Elvin Jones when you're five years old, it's natural that you'd try to emulate him in playing your musical instrument. Later, Arnold Lanni, our producer, helped me look at things more sim-

ply. When I first came into this band I was going through my "chops" phase. Arnold explained to me that I didn't have to do all that stuff. He helped me speak musically very clearly so I could niche out my own style and become *me*, rather than a conglomeration of the various drummers I grew up listening to.

BW: Who were some of those drummers?

JT: I was a big Buddy Rich fan. Then I went through a Keith Moon phase, then a Vinnie Colaiuta phase. I love Tony Williams and Elvin Jones. But I also love a lot of modernday drummers, like Matt Cameron and Mike Bordin. The best thing about those guys is that they sound like *them*. Jimmy Chamberlin sounds like Jimmy Chamberlin. Dennis Chambers sounds like himself, no matter how complex it gets.

A lot of fusion music sounds like "porno music," you know? It sounds like they're just plugging into a board and doing what they do so that the "master musician" can strut. There's no true interaction. But John Coltrane and Miles Davis would search out musicians who had their *own* thing. Miles Davis found Tony Williams when he was fifteen and said, "I want that fire in my band!"

The beauty of being in Our Lady Peace is that it's a democracy in the studio: The best idea wins. It doesn't matter if it comes from Mike doing a drum part, or me putting a guitar lick in the air, or Raine coming in with chords and melody, as long as we're happy at

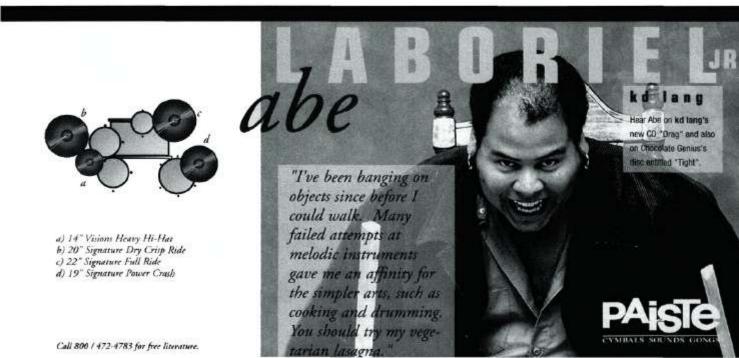
the end of the day.

Arnold also has a big role. It's a foundation for a great marriage. He'll notice that a song means something to us because of the passion we're giving it, but he might say, "I'm not getting it yet." The beauty of Arnold is that he has no problem letting us learn. He'll let us squabble over an idea—go through the act of learning—knowing what we'll come back to.

BW: I worked with Arnold years ago in the studio. I remember him saying, "Tighten your snare drum," till I thought the lugs would crack! *That's* the sound that popped from your snare on *Naveed*.

JT: That sound evolved from the way I hit the drums and the way Arnold heard it. It's obviously a rimshot, but not too short on the stick. When I play a rimshot the stick is three-quarters of the way into the drum. The bead of the stick is past the center of the head. I've done demos with other bands, and that sound's still there.

I hit hard, but it's a whipping kind of thing. You don't need to strike from four feet away to get that. It's almost like the Bruce Lee one-inch punch, where you don't have to use your whole body. The sound comes from four inches above the snare. I do swing my arms around a lot, but that has a lot to do with keeping tempo. Also, I don't hold the stick on the snare after I do it; as soon as it's on, it's off. The head is pretty tight, but we tune to



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the song on the record, so it could be a little looser or a little tighter. For example, on "Shaking" it's a lot higher than on a song like "The Story Of A Hundred Aisles."

BW: There's something about the density of *Clumsy* that subdues the clanging sound you got on *Naveed*. But I bet if I were to hear the snare track soloed in the studio, it would be closer to the old sound.

JT: Right. That had to do with the density of the guitars on *Clumsy*. You can't fight through twenty tracks of guitars. On *Naveed*, there's a lot of space. It's the difference between a Pearl Jam or Soundgarden record and a Smashing Pumpkins record. On Smashing Pumpkins records the drum sound gets buried because there's so much guitar.

BW: How did you feel about losing some of your signature sound?

JT: I bit my lip a little bit. Actually, on some songs it's exactly the same, but in others it's not as in-your-face. This is a completely different record, and we wanted it to evolve.

BW: I hear a greater variety of snare sounds on *Clumsy* than on *Naveed*.

JT: I played a Rogers *Dynasonic* on all of the first record. I came into the studio with eight different snare drums, from Bradys to Yamahas, and we ended up staying with the Rogers. On *Clumsy* I used a couple of Ayotte wood snares as well as Keplinger steel snares. The Keplinger snares are the ones that honk the most. They weigh about twenty pounds, yet I've never played anything that sensitive: You still hear every snare on the bottom. Greg Keplinger is making me a drum

right now—a secret "Jeremy recipe."

BW: While we're on the subject of equipment, how about running down your complete setup?

JT: I use Ayotte WoodHoop drums. The toms are 12x12, 14x14, and 16x16—all on RIMS mounts. The kick is an 18x22. My Keplinger snare drums are 8x14 in black iron, and 5x14 in stainless steel. I use clear Emperors on the toms, coated Emperors on the snares, and a clear Emperor on the bass drum. I use Zildjian cymbals, including 14" K hats with rivets on the bottom cymbal. I don't care about gear much, but the snare drums and those hi-hats mean the most to me. The rivets give extra top to the sound and extra chick when you're closing them. My other cymbals are a 10" splash, a 19" Z Custom crash, a 20" medium-thin crash, a 20" K ride, a 20" K Custom crash, and a 20" Oriental China.

The rest of my gear consists of a Yamaha pedal, and a Roland *SPX 11* triggering an Akai *S 2000* sampler with onboard and custom samples. I hit it all with Zildjian *Super 5A* wood-tip sticks.

BW: Let me name a tune, and you tell me about what you were going for. On *Naveed*, my favorite tune is "Hope."

JT: That song was called "Sunflower" when we first started recording it. It almost had a Doors feel, and then I got a Police vibe out of the bridge. For that song the whole idea was trying to get the drums to feed the vocal rather than to be a standout part. We wanted to set a vibe for the psychedelic verse and

then get in-your-face for the chorus.

BW: "Car Crash" from *Clumsy* reminds me of the Beatles' "A Day In The Life."

JT: Yeah. That was almost the kind of cool vibe we got. There's also the Jeff Buckley thing everyone tells us about. That was probably the first song that came together, and the one of which we are the proudest. It's not a radio-friendly song, but it's so different: I don't think that song sounds like anybody at all. And I threw in this three-over-four part just to confuse!

BW: On "4am" you play a snare drum roll coming into the second verse. More bands should have touches like this.

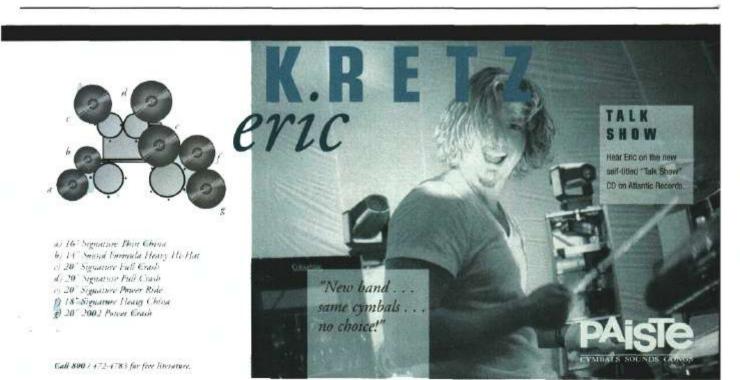
JT: That was just a press roll. That comes from trying to make everything fresh. We pay attention to that kind of stuff.

BW: Some of the drum tracks "breathe" more than others. Did you record to a click?

JT: All of *Naveed* was done with a click. On *Clumsy* only about four songs weren't with a click track.

BW: On *Clumsy* you had to learn to live with the snare sounding different than you envisioned. Were there any performances you were unhappy with?

JT: Three months after you record you start to hear flaws. Hopefully, you grow and you get better. Everything we do is a snippet of the best we had at the time we did it. We could live with it. We look at every part as a song. If you take away everything but the drums, hopefully that drum part will be catchy. For example, "The Story Of A Hundred Aisles" has a Keith Moon influence.



No one told me, "Don't do that; you're overplaying." There are sections of just complete chaos.

BW: When you recorded *Clumsy*, which has lots of sampled sounds, did you keep in mind that eventually you would have to play the songs live?

JT: We start with a skeletal figure of a song,



and then it grows during the recording process. In the back of our heads we're thinking, "This has to sound good live." When the Beatles recorded "Tomorrow Never Knows" in 1967, with all the effects, they weren't touring anymore. Same with *Sgt. Pepper's*. Obviously they couldn't have done that live, either. We're trying to keep things playable as a live band, without too many samples or DATs. In "Carnival" there are kids' noises. Other than that, I have a sampler with congas and bongos, which is easier to fit space-wise around the kit. We won't do anything *just* for the sake of a different sound. It's gotta be cool and give a drastic change to the music.

BW: Our Lady Peace does really long sound checks prior to shows. You work on dynamics and sound textures...real fine points. You're certainly not jaded!

JT: We're pretty particular. We see a sound check as an opportunity to fix problems, to get our monitors happening—perhaps even to write songs—as opposed to not showing up and having our techs do it. That would be okay if we were on a tour where we knew we weren't going to do another record.

We wake up every day and realize how lucky we are to be able to do this as a career. That's what keeps us honest. Every time we go back to the studio we're humbled by the lack of knowledge we have. When you look at the big picture, we're infantile compared to a lot of bands we aspire to: U2, the Beatles, REM. They sustained all these changes in the evolution of music, and they survived.

One thing we would like to have happen is

for one of our songs to stick around longer than all of us. It would be nice to have one of our songs come up on the radio and sound great, even after twenty years. Even if you can't stand listening to "Stairway To Heaven," it's still honest, evokes the passion, and doesn't sound cheezy or trite. That's why I never get tired of listening to the Beatles. You can listen to them as a band of musicians or as songwriters. They took things so far in the short time they were around.

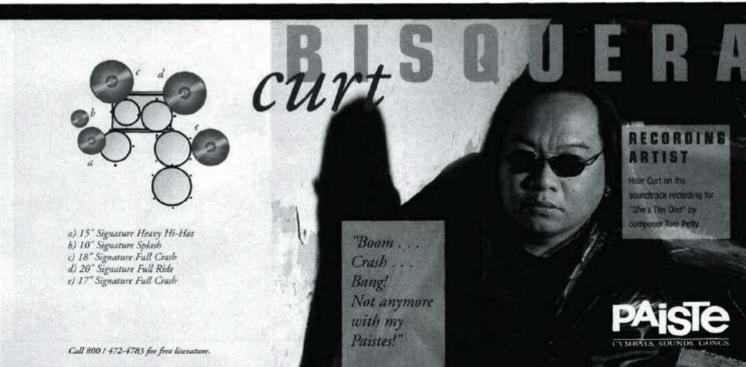
BW: Is there anything to preclude you from doing a Temple Of The Dog-type project?

JT: No, and that's not a bad thing. That kind of side project usually happens pretty fast. You're off for a month, and you get calls from people who want to do stuff. We all have musician friends.

BW: For example, you told me about your kinship with Taylor Hawkins.

JT: Taylor is my alter ego. We're both young and we poke fun at each other a lot. I used to play bongos in my setup, and he would call me a Stephen Perkins clone. If there's someone in whom I can see a similarity to myself, he's the guy. I play a lot like the way I act, which is also the way Taylor is. Foo Fighters is the perfect band for him because that's the way he is.

The hardest thing is to sound like *you*. I don't know how to describe what I sound like, but I know what steps I took to get there. When you listen to enough music, research all styles, and go through life leaving no stone unturned, that will all come through in your music.



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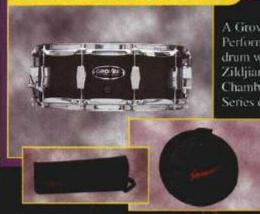
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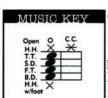
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Matt Chamberlain: "The Difference"

Transcribed by Vincent DeFrancesco



Wallflowers? Actually, Mario joined the band right after their album, *Bringing Down The Horse*, was recorded. So who played drums on the multi-platinum record, you ask? None other than Matt Chamberlain, the young drummer who is quietly amassing an impressive list of credits.

From his breakthrough gig with Edie Brickell & New Bohemians, to work with such diverse acts as Pearl Jam, Tori Amos, and even a couple-year stint as the house drummer for *Saturday Night Live*, Chamberlain's playing is always tasteful and well-executed.

Check out Chamberlain's drumming on the Wallflowers disc. He pushes and prods the tunes with a solid feel and just a bit of edge. "The Difference," the recent hit from the album, perfectly showcases Matt's talents. It's a moving rock tune that he just eats up.











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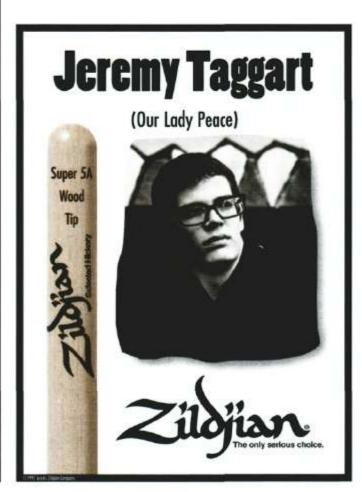


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RUDIMENTAL Symposium

Egg Beaters & "Odd Ball" Rolls



by Chet Doboe

No, this month's column is not about preparing breakfast food! Rather, this article will explore the depth and excitement of the popular hybrid drum rudiment called "egg beaters."

Egg Beaters are a part of a whole family of ideas that I refer to as "odd ball" rolls. All of these rolls are characterized by one hand playing threes and the other playing doubles. It is important to note how the rhythmic configuration of the threes and twos, as

well as the sticking assignments, really change the feel, texture, and difficulty of the foliowing ideas,

Using a metronome, attack these exercises at realistic tempos and emphasize accuracy of the rhythm, as well as a relaxed performance technique. Be patient; these exercises can be challenging to master! Tapping your foot on quarter notes will be extremely helpful.

3-2 Artificial 5 Group. The first measure of this exercise is a single-stroked pattern, which serves as a template for accurately performing the artificial 5 group in the second bar.



2-3 Artificial 5 Group. This exercise contains the invert of the 3-2 pattern of the first exercise. Again, lock in to the template created by bar one.



3-2 Triplet-Diddles. Here the triplet is performed a little tighter than the three-groups contained in the previous exercises. The result is a roll that combines a triplet roll and an open duplet roll. When playing the 3-2 triplet-diddles in bar two, direct your mind to emulate the sound of the template pattern contained in bar one.



2-3 **Diddle-Triplets.** This exercise is the invert of exercise three. As in the above exercises, key in on the accuracy of the written rhythms.



The 3-2 **Roll.** This exercise contrasts playing typical double strokes (contained in bar one) with the 3-2 roll pattern contained in bar two. The key here is to keep the 16th notes even. There are parallels here between this 3-2 roll and the 3-5 artificial 5 laid out in the first exercise. The defining difference is how the patterns relate to the groove.



2-3 Roll. Here we have the invert of the 3-2 roll contained in the previous exercise.



Egg Beater. The egg beater is the pattern contained in the first three counts of bar two. Technically speaking, the egg beater is a 16thnote triplet followed by two 32nd notes. This is a challenging pattern to work up to speed, as well as to play in time. But when it's happening, it should have that cool, "odd ball" sound of the old egg beater found in mom's kitchen. The first bar of this exercise should provide excellent guidance for timing the egg beaters that follow in bar two.



Egg Beater Invert. This exercise is a great tool to develop control of the egg beater inverts. Lock into the groove.



Here's a short piece that demonstrates how the "odd ball" rolls can be combined to create fun, challenging, and interesting rhythmic story lines.



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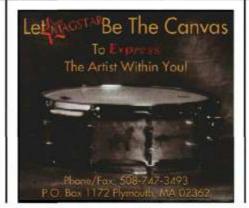




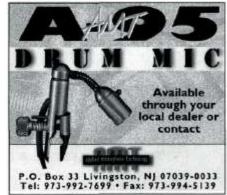
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Time In Time

Part 1: "5 In 6"

by David Garibaldi



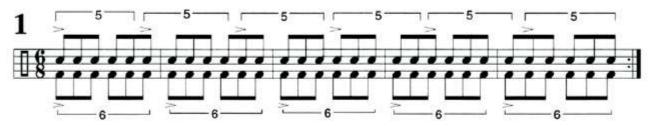
Bell A Screen

his article's topic of "5 in 6" is a polymetric idea that came to me as a result of studying Gary Chaffee's rhythm concepts. His materials have been of great interest to me for many years, and I find continued inspiration in them.

The term "polymetric" refers to two simultaneously played meters; here "5" refers to 5/8 and "6" refers to 6/8. The basic meter is 6/8 with the 5/8 meter being played within it. Example 1 shows what this looks like.

The top rhythm in example 1 represents the 5/8 meter, and the bottom rhythm represents the 6/8 meter. The 8th notes in both meters are played at the same rate. This example shows how both meters line up with each other.

The 6/8 meter, shown as the bottom line, is written as 8th notes with an accent on its first beat, *one accent every six beats*. The 5/8 meter is also written as 8th notes with an accent on its first beat, *one accent every five beats*. This creates a rhythm cycle that resolves after five measures of 6/8—thirty 8th notes.



Example 2 shows the same cycle, but the only notes written are the first beats of each meter. Counting out loud is a very important step. Counting gives you greater precision by synchronizing your mind and body—you say what you play.



Example 3 shows the same cycle, but the 6/8 meter is written as dotted quarter notes. This is felt and counted in the same way as triplets in 2/4. The dotted quarters are the basic pulse. Thinking of this as a shuffle helps to line up all the triplets.

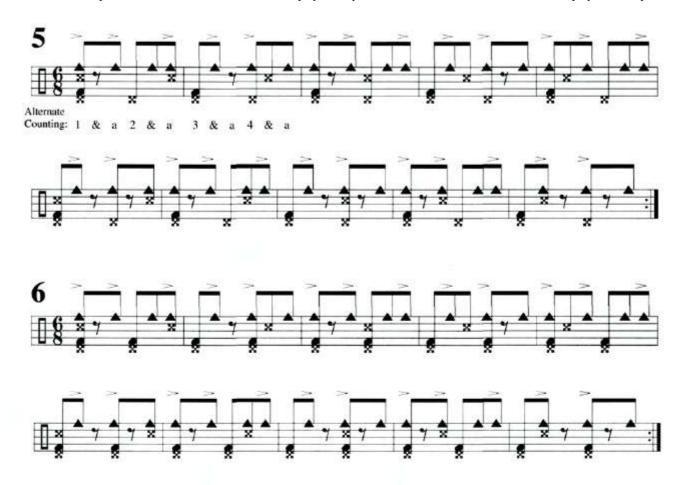


Exercise 4 doubles the length of the cycle, and each two-bar segment can be thought of as 12/8 (two bars of 6/8 = 12/8) or as 4/4. Note the alternate counting.

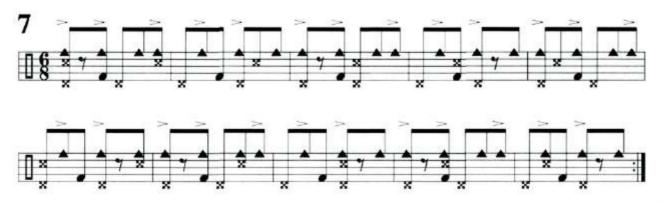




Examples 5 and 6 apply the rhythm concepts of examples 2-4 to the drumset in the Afro-Cuban 6/8 style. The right hand plays the traditional cowbell part, while the sidestick and bass drum play the rhythms of exercises 2-4. The left foot hi-hat plays the 6/8 pulse.



Exercise 7 is an invention that applies a folkloric approach to the bass drum part. Keep in mind that there is no drumset in folkloric Afro-Cuban drumming. Experimentation with blending different styles and rhythm concepts can have some very powerful results.





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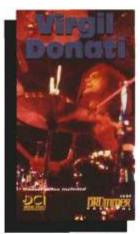
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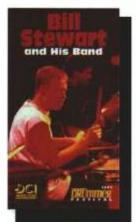


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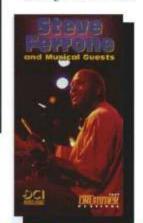
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David Garfield And Friends

Tribute To Jeff (Zebra)

D D D D 1/2

drummer/percussionists: Gregg Bissonette, Lenny Castro, Vinnie Colaiuta, Luis Conte, Luis Enrique, Peter Erskine, John Ferraro, Steve Ferrone, Steve Gadd, John Guerin, Richie Hayward, Ralph Humphrey, Tris Imboden, Steve Jordan, Jim Keltner, Abe Laboriel Jr., Simon Phillips, Joe Porcaro, Bernard Purdie, Emil Richards, Michito Sanchez, Chris Trujillo, Carlos Vega, Dave Weckl with David Garfield (kvbd), others

Tribute To Jeff, organized in honor of "the man with the golden groove," Jeff Porcaro, by longtime friend and musical collaborator David Garfield, is one of the most sincere and heartfelt tribute projects ever assembled. Featuring over seventy musicians and vocalists from all

walks of the industry, *Tribute's* diversity is overwhelming,

its grooves relentless.



The groovin' starts from the get-go. "E Minor Shuffle" sees Carlos Vega and "mucho" percussionists taking Steely Dan's "Black Friday" shuffle into a 6/8 African jam and then back again. From there, Bernard Purdie performs his famous shuffle on the Dan's "Babylon Sisters," Abe Laboriel Jr. slams a new hip-hop groove to Boz Scaggs' "Lowdown," and Gregg Bissonette does justice to "Big Bone," which Jeff had co-written with Garfield. Jeffs father, Joe, provides excellent old-school swing on "Bag's Groove," and on Hendrix's "If Six Was Nine," Simon Phillips, who replaced Jeff in Toto, solos viciously in his

honor. And what a treat to hear Larry Carlton, Abe Laboriel, Steve Gadd, and Tom Scott on "Jeffs Strut," as well as Jim Keltner and Richie Hayward with various Little Feat members, Boz Scaggs, and Eddie Van Halen on Dylan's "It Takes A Lot To Laugh, It Takes A Train To Cry," easily the two deepest grooves in the collection.

It's important to note that several of the heavy drummers listed here only perform together on the "Twenty-One Drum Salute" led by Gregg Bissonette, each playing a single drum. Gadd, Weckl, and Colaiuta do play kit on the track, but there's really no distinguishing between them—though the outcome is surprisingly cohesive and very funky.

Tribute ends with a fitting ballad, "Long Time No Groove," on which Vinnie Colaiuta (one of Jeff's favorites) plays only cymbals and "brush birds flying away," as if to say, "Goodbye, Jeff, and thanks for your friendship, spirit, attitude, and groove." (Zebra Records, 200 Bell Canyon Rd., Bell Canyon, CA 91307.)

Mike Haid

The Doors

Box Set (Elektra) D D D D 1/2

drummer: John Densmore

with: Jim Morrison (vcl), Robbie Krieger (gtr), Ray Manzarek (kybd)

Understandably, the cult of personality surrounding Jim Morrison has always taken center stage in most discussions about the Doors. Unfortunately, the contributions of the Lizard King's bandmembers usually provoke but an afterword. Too bad. Between 1967 and 1971,

this surprisingly democratic band wrote and recorded six studio albums that in 1997 still hold up in almost every important way. Far more than any other posthumous Doors release, Elektra's new four-CD Box Set provides new insight into the mechanics of the band's sound, including John Densmore's under-appreciated drumming.

With three of the four discs containing previously unreleased material, including very early demos and ad-libbed live tracks, listeners should be aware that not everything here is studio-tight (excepting the last disc, titled "Band



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It's been out several months now, but you might want to check out Ben Harper's most recent album. The Will To Live (Virgin), on which drummer **DEAN BUTTERWORTH** follows Harper's stylistic wanderlust into territories bluesy, ballsy, and below the border.

Drummer **SAMANTHA** MALONEY might only be in her early twenties, but she provides plenty of the confidence and power needed to drive Shift's '90s guitar rock sound—though her live playing might have you thinking '80s hair bands. Go figure. Either way, Shift's debut CD, Gef In (Columbia), rocks.

Krist Novoselic is no dummy: he knows that basing Sweet 75 (Geffen), the self-titled debut album by his post-Nirvana band, on that group's template would have been a bad move, as would putting some Dave Grohl Junior behind the kit. Sweet 75 ain't no Nevermind (are those horns...and a female voice?), and drummer BILL RIEFLIN (Ministry, Swans) ain't no Grohl. Bill is, however, as strong, steady, and interesting as any rock drummer you're likely to stumble across.

Rating Scale

⊕ ⊕ ⊕ ⊕ ⊕ Excellent ⊕ ⊕ ⊕ ⊕ Very Good

⊕ ⊕ ⊕ Good

⊕ ⊕ Fair

Poor

Favorites"). But if you can live with one or two embarrassing moments borne from the experimental spirit of the times, there's a lot to be learned here about Densmore's unique place in the mix. Compare the two versions here of "Moonlight Drive" to each other, and then to the version from *Strange Days*, and you'll hear how John's jaunty, circus-like fills take the song to a whole other level. Or dig the way the drummer's adaptations of Latin beats uniquely push "Break On Through" and "The Soft Parade," two so-heavy songs that make their point without reverting to "louder=better" cliches. Then check out JD's gentle brushes on "Blue Sunday," his smooth grooves that nudge along "Riders On The Storm" and "L.A. Woman" (all the Doors were bop hounds), or the way his punctuations raise the drama of Morrison's poetry on "When The Music's Over" and "The Celebration Of The Lizard."

An inelegant, torrid, deep, and revealing look into one of the most important bands—and uncelebrated drummers—of our time.

Adam Budofsky

Dream Theater

Falling Into Infinity (East/West)

 $\phi \phi \phi \phi$

drummer/percussionist: Mike Portnoy with James LaBrie (vcl), John Myung (bs), John Petrucci (gtr, vcl), Derek Sherinian (kybd, vcl)

Not since Rush arrived on the music scene in the '70s has a progressive group made as much of an impact as the Long Island-based Dream Theater has made in the past few years. Under the supervision of ace producer Kevin Shirley (Rush, Aerosmith), the band's new *Falling Into Infinity* reveals a more



mature-sounding group adeptly combing metal, fusion, progressive, and pop-rock. Portnoy's versatility and powerful chops are particularly evident on the epic "Trial Of Tears" and "Lines In The Sand," the latter featuring King's X vocalist Doug Pinnick.

The group's idea to record Falling's songs one at a time results in a nicely varied drum sound throughout the album. Each cut is

recorded incredibly clearly, however, so that listeners can practi-

cally visualize Mike's entire drum setup, regardless of the sonic playfullness.

Portnoy is fast becoming the role model of progressive drumming that Neil Peart had the distinction of being for so many years. Of course, longevity will be the key to Portnoy's influence and success with Dream Theater; so far he is carrying the torch quite well.

Mike Haid



drummer: B.C.

with M.C.U.D. (vcl), Wesstyle (gtr), Chizad (gtr, vcl), Mawk (bs), DJ Product (turntables)

A little bit punk, a little bit metal, a little bit hip-hop, you say? Well (hed)pe, from California's Orange County, calls this blend of styles "G-Punk." Although by now this sound is nothing new

(think Faith No More, Rage Against The Machine—hell, recent Fishbone), (hed)pe puts in their two cents with a bunch of tunes that pack a wallop but remain dynamic enough to make the heaviness count. The carefully woven sonic environment on their full-length debut includes strange and varied samples and sound effects, while (hed)pe's habit of sucking



the guitars out of the mix, only to come crashing back in a few bars later, works every time.

B.C., similar to Rage's Brad Wilk, keeps things simple and slamming, usually making his point with nothing more than kick, snare, and swaying, wide-open hi-hats. (Hey, when you can bash the edge of a crash cymbal, who even *needs* a ride?) Because he's as comfortable playing cut-time punk as he is with half-time metal—sometimes within the same tune—B.C.'s drumming forms the glue that binds the different facets of (hed)pe's sound: The dense, sometimes chaotic placement of guitars, rapping vocals, and effects demands the unwavering rhythmic anchor that B.C. provides. His approach, forcefully punctuating the changes of the tune without cluttering, works perfectly.

Mike Parillo

GOING UNDERGROUND

Mecca Bodega certainly take the concept of "underground" seriously. On their new album, the soundtrack to the

HBO film Subway Stories (****), brother-percussionists MARC and PAUL MUELLER and bandmates continue to explore their twin fascinations with neo-tribal sounds and live



performances in the deepest metro spaces. A very hip and engaging

rhythm-rock adventure. (Hybrid Recordings, (212) 868-7300)

In the city, "underground" means the subway; upstate, where King Crimson/Peter Gabriel bassist Tony Levin lives, it means From The Caves Of The

Iron Mountain
(****). That's
where Tony
lured cohorts
Steve Gorn and
JERRY MAROTTA
to perform some
equally
spacey/earthy
tunes, taking



advantage of the Widow Jane Mine's natural resonance and eerie sonics, Marotta raised the ante by playing his hypnotic rhythms on a Taos Native American drumset, Pure and unique.

(Papa Bear Records, (800) 688-2227, Web:papabear.com)

Of course, things get truly weird and wonderful when you go way way down-below the equator, that is. In the case of a couple of CDs from Mickey Hart's Rykodisc/360° series, that also means back in time to the 1930s and '40s, when a series of field recordings were made in the jungles of Brazil to document the fascinating and complex hybridization of native, Spanish, and African musics. These historically invaluable tracks, culled from the Archive Of Folk Culture of the Library Of Congress, and compiled on The Discoteca Collection and Correct De Azevedo (*****), provide great insight into the roots of the world's most rhythmically sophisticated music.

Adam Budofsky

Jeremy Robinson

Butterfly Pin (SRPCD) P P P P

drummer: Thomas Bona (also kybd, vcl) with. Jeremy Robinson (gtr, vcl), Jason Mercer (bs, mandolin, vcl), Kurt Swinghammer (gtr, kybd)

Bless the homegrown indies! A pearl-in-the-oyster find, this largely self-produced disc finds Jeremy Robinson's talents fully formed. Robinson's smart, heartfelt music, which has been building a following in Toronto's clubs, boasts a reflective, warm, charred-edged voice and rocking, haunting, and well-crafted songs full of surprise curves.

Drummer Thomas Bona uses seasoned chops, subtle nuance, and hip grooves in a way that lends more fluidity to the music than



technical sheen. His pattern choices in several odd-time grooves serve the song and momentum with a rolling, seamless feel. And he knows when to use his metric smarts, as in "Lose This Skin," where at a crucial point he drives a straight 2 and 4 through a triple meter, rocketing the energy.

The band sounds spontaneous, expressive, and distinct here; maybe it wouldn't have come off this way

with the majors. Major labels, wake up! Talents like Robinson and cuts like "Lose This Skin" should already be college radio favorites. (Stone Roots Productions, 773-A Ammette St., Toronto, ON, Canada M6S 2E4, [416] 410-DRMS [3767], e-mailtom@soho-doc.com)

Jeff Potter

Human Waste Project Electralux (Hollywood)

D D D D

drummer: Scott Ellis with Aimee Echo (vcl), Jeff Schartoff (bs), Mike Tempesta (gtr)

Imagine what Courtney Love would sound like if she were really mad, warped, and placed in an agro band. You'd have Human Waste Project, a rare female-fronted rock group that can make you forget about gender.

Raw, aggressive, muscular drumming from Scott Ellis is just

part of the Human Waste equation, which also includes a nod to Jane's Addiction and heavy-handed dashes of B-grade horror flick kitsch. Ellis's drum sound is distinctive for its pop-y snare and warm tom tones; stylistically, he seems limber enough to bend wherever the band wants to lean. Soft strokes move into a head-first romp in "Electra," while a cool,



tom-based groove leads to a couple of ripping open-stroke rolls near the close of "Disease." And Ellis's top-down approach to the kit, a la Jimmy Chamberlin, comes into clear focus on "Slide."

To shape its signature in the studio, Human Waste Project reportedly turned to everything from electric fans and moped spokes to karaoke microphones. No matter. The results speak for themselves. While *Electralux* dishes up a textural smorgasbord, the effect is a cohesive rocker from start to finish. And that's something even Courtney Love can't yet lay claim to.

Matt Peiken



BOOKS





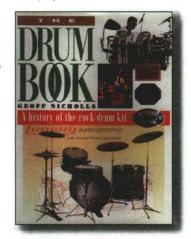
The Drum Book

by Geoff Nicholls (Miller Freeman) P P P P P

level: all \$84.98

Outstanding! Flat out, 100% drumming fun! With The Drum Book, Geoff Nicholls has documented the history of the drumkit in all of its glorious detail, and he has done so both with detailed text and a nearly unbelievable photo display.

The evolution of the drumset is presented here from its birth at the start of this century through nearly every important change. Particularly interesting is the intertwining coverage of drum and hardware development with the changes in rock 'n' roll, roughly between 1960 and 1980. The history of the major drum companies is laid out in full detail, along with the importance of such endorsers as Ringo Starr, Charlie Watts, Keith Moon, John Bonham, Billy Cobham, and Neil Peart. The book even goes so far



as to explain the huge impact the Ludwig logo on one of Ringo's early kits had on the drum world.

The photos are also excellent, featuring many close-up, multiple-angle shots of the most famous sets. From early, true "trap" kits, through experimental and odd-shaped drums, to recent hightech, state-of-the-art gear, the reader is treated to the full spectrum and development of this complicated instrument. Particularly special are the numerous frames given to Ringo's and Charlie Watts' classic kits.

If you're a player, teacher, collector, or historian—or if you have ever collected catalogs, posters, or back-issues of a certain popular drum magazine—The Drum Book is a must-have.

Ted Bonar

The Funky Beat

by David Garibaldi (Manhattan Music) D D D

level: intermediate to advanced \$34.95 (with two CDs)

David Garibaldi's The Funky Beat shows how he applies his funk theories to a wealth of new material. The book/CD package is useful and fun by itself, and also contains transcriptions of some of the classic beats that Garibaldi explains in his videos, like "Squib Cakes," "The Oakland Stroke," and "What Is Hip?"

David and his San Francisco Bay area band actually present two CDs of new material—first with drums, then without for playalong purposes. The musicianship is very good, and it's pretty much worth the cost just to jam along with bassists Benny Rietveld and Curtis Ohlson on the "no drum" tracks. The material is fairly meaty and displays a good variety of tempos and funky feels, making this package worthy even for non-Garibaldi-philes.

Robin Tolleson

Charnett Moffett Trio

Still Life (Evidence)

P P P 1/2

drummer: Cindy Blackman with Charnett Moffett (bs), Rachel Z (kybd)

Charnett Moffett gives more notice of his well-rounded musical gifts, penning a captivating group of songs and playing tons of bass. He also pulls exceptional performances out of his two side-

Cindy Blackman turns in a great all-around effort in a very challenging setting. Ignoring the urge to take up more space just because it's there, she rightfully plays things with a bold stroke, making sure that each beat is given proper weight, and that the sounds are fat and filling. Blackman has a solid feel for funk and hip-hop, and swings like



crazy when Moffett grabs the acoustic ax.

If you like the bass as a lead instrument, or music written with freedom in mind, then you'll enjoy the brave Still Life.

Robin Tolleson

Barrett Deems

Deemus (Delmark Records)

drummer: Barrett Deems

with, Chuck Hedges (clr), Don DeMiehael (vbs), John DePauw, Bob Roberts (gtr), Steve Benr (pno), Wilson McKindra (bs)

Recorded nearly twenty years ago and reissued on CD just recently, *Deemus* is a testament to little-known but legendary drummer Barrett Deems. This is an album that, despite its flaws, shows that Mr. Deems is both a master of the drums and a man who can swing so sweetly you can hear the band smiling throughout the songs.

Most of *Deemus* is filled with Benny Goodman-style performances of some older jazz standards played with a six-piece jazz combo. This was obviously recorded in a very relaxed setting that encouraged loose, playful interplay within the combo, and allowed Barrett to strut his feel-good stuff on both brushes and sticks.



Speaking of brushwork, Deems' playing on "Deed I Do" and "Six Appeal" provides a clinic in finesse, simplicity, and feel. And when he plays with sticks, he does so with a flowing, free feel that does his legend justice. "Shine" picks up with a fouron-the-floor wail-of-a-good-time dance feel, and "After You've Gone" starts with an up-tempo drum and clarinet duet where Barrett shows us what

"dropping bombs" is all about. It is also on this tune that Barrett takes an extended solo that, again, offers another clinic on how to make this music swing.

This album is loose, with a few rough endings and some fairly standard readings of the tunes. Who cares! For flat-out swing, jump blues, and snappy brush work, this is a CD to seek out. (Delmark, 4121 N. Rockwell Ave., Chicago, IL 60618, [312] 539-5001, e-mail: bluesjazz@aol.com)

Ted Bonar

VIDEOS



Pat Torpey

Big Drums

(Rittor Music/Warner Bros.)



level: beginner to intermediate \$39.95, 70 minutes

Pat Torpey takes a simple and lighthearted look at rock



drumming in Big Drums, a very entertaining and educational exploration of his playing concepts and practice techniques. Also featured are several duet performances from Pat and bassist Billy Sheehan, who are longtime bandmates from the band Mr. Big.

Big Drums, which features excellent sound quality, interesting camera angles, and top-notch production, offers easy-to-follow explanations of Pat's most recognized drum parts from Mr. Big tunes such as "Temperamental," "Mr. Gone," "Colorado Bulldog," and "Addicted To That Rush." Throughout, his emphasis is on paradiddles, grace notes, and hi-

hat and bass drum technique. He also shares his legstrengthening ideas for more speed and power on double bass. In addition, Pat and Sheehan discuss the importance of rhythm-section playing and developing "signature grooves."

The accompanying mini-booklet is well written and follows the video from segment to segment with a visual caption on the screen to let you know which exercise you are viewing. The booklet also includes Pat's transcriptions of the Mr. Big

Even advanced players could learn a little from the exercise techniques and overall performance aspects that Torpey emphasizes regarding creating interesting drum parts. It's also refreshing to see a skilled player look like he's actually having fun.

Mike Haid

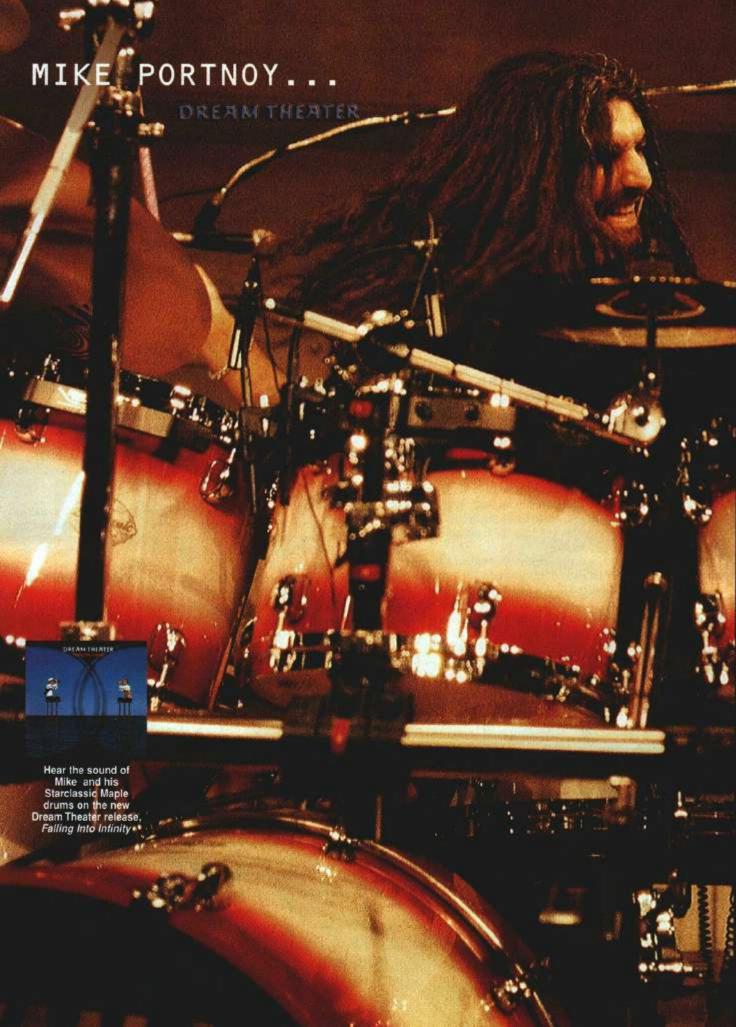
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eeling restless? Tour circuit boring you to tears? Local music scene provincial, stylistically limiting, or tighter than a Scottish parade snare on Bobby Burns Day? Maybe it's time to test the waters of cruise ship drumming. Or maybe not—it's a very different world out there. To paraphrase the old US Navy ads, it's not just a job, it's a lifestyle. In the following pages we'll explore what's good and bad about a ship gig, as well as how to land it, cut it, and make the best of it psychologically and musically.

For drummers, there are basically two musical formats available on cruise ships: bands of two to six pieces that play primarily for dancing, and bands of five to twelve pieces that play for both dancing and shows. The musical requirements and benefits of each are quite different, so in certain topic areas they'll be discussed separately. But most of our discussion will address issues that are germane to all cruise drummers. Ready to dive in? *Arrr*, *matie!*

Sea The World

Speaking of the armed forces, have you ever been tempted by military recruiting posters inviting you to see the world? Well, for

musicians, there's another way—one that won't require you to do push-ups in mud puddles or scream "SIR, YES SIR!" In 1997, 130 cruise ships sailed to more than 1,800 ports as diverse as Casablanca and Cancun, Tasmania and Taiwan, Dubrovnik and Dubai, Bimini and Bombay...well, you get the picture. Many cruise destinations are places most drummers will likely never have the opportunity to see without a cruise ship gig as their "ticket." Getting paid to see places for which some passengers scrimp for twenty or thirty years is probably cruise gigging's biggest allure.

During drummer John Walsh's five-year tenure as a cruise ship drummer, he's been to Europe, Scandinavia, the Mediterranean, Australia, the Middle East, the Caribbean, Mexico, Russia, and the Ukraine. He points out the deeply enriching experience not only of seeing the world, but of meeting people of different cultures in the ports, and among the various cruise lines' crews. (And, as Princess Cruises manager of entertainment services Martin Hall quips, the new Grand Princess's Barcelona-to-Istanbul run is a great way to get to shop for cymbals.)

Some cruise itineraries are in greater demand than others, so you will probably have to establish yourself for a while before you get in on the prime locales. As a rule (and not surprisingly),

for American musicians, gigs on ships sailing to the common vacation spots like Mexico, the Caribbean, Alaska, and the Acapulcoto-San Juan Panama Canal run are easier to land than exotic regions such as the Pacific islands, Scandinavia, and the Orient. (Then again, "paying your dues" in Cancun or Puerto Vallarta ain't that shabby.) And if traditional cruise tourist spots strike you as bourgeois and, well, touristy, you still have options. In recent years, ecotourism has reached the cruise market, opening up opportunities to traverse the road (or sea lane) less traveled to Costa Rica, Chile's Chiloe Islands, small villages along the Amazon, and the like. Practically the whole world beckons.

Room With A View?

Questions about travel to exotic lands are usually followed by curiosity about shipboard accommodations. Sidemen's cabins are generally among the mid- to lower-level decks ("room with a view" they ain't), and most would make even a New York apartment seem cavernous. However, on many ships they are acceptably comfortable. Most are equipped with modest furnishings including berth beds (musicians are lodged two to a cabin), a desk, drawers and closets, and a private bathroom with a shower. Some have carpeting, telephones, and color TV with satellite "cable" channels and taped movies. On most lines, music directors (MDs)

get their own cabins, sometimes on higher decks.

The quality of cruise ship food varies broadly from one line to the next, even for passengers, and certainly for musicians. Sadly, it seems that the days are gone when musicians could order the rich, elegant fare from the passenger menus with only their own consciences and waistlines to answer to. Based on my own experience and reports from numerous other musicians. I would strongly recommend avoiding lines whose musicians' contracts don't include access to some passenger food-or at least an intermediate alternative

to "crew food,"
which can be
pretty unpalatable,
and of questionable
nutritional value.
Fortunately, many do.
On Princess ships, for
example, musicians can choose
ps sailing to the common
bean, Alaska, and the Acapulcoasier to land than exotic regions

to "crew food,"
which can be
pretty unpalatable,
and of questionable
nutritional value.
Fortunately, many do.
On Princess ships, for
example, musicians can choose
between crew food, a cafe with
extended hours of operation, or the
daily passenger buffets. Crew bars commonly

provide espresso, beer, wine, and liquor for a pittance.

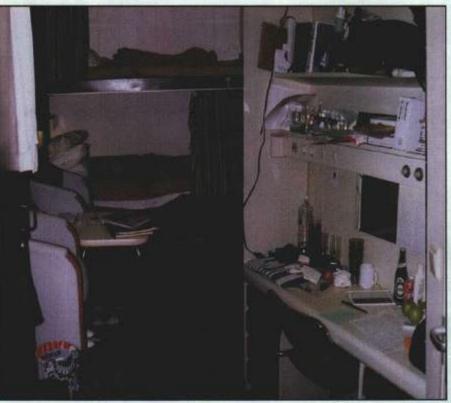
Grow With The Flow

An old joke I first heard on a cruise ship: "A tourist on a street corner in New York asks a guy, 'How do I get to Carnegie Hall?' The guy replies, 'Practice, practice, practice.'" While a cruise gig might not get you to Carnegie Hall, it may help you get a little closer to your own musical potential.

Because entertainers' musical merits, and their expanding/honing effect on your drumming, vary greatly, the intrinsic musical benefits of a cruise ship gig can derive more from the frequency and variety of the playing than the glow of each experience. But your development needn't be confined to your "official" musical duties. (Hey, buddy, just cuz yer playing seven nights a week doesn't mean you don't have to practice!) Time that on land you would spend on such mundane chores as cooking, cleaning, grocery shopping (not to mention watching / *Dream OfJeanie* reruns) will be freed up for you to devote to practicing.

As a drummer, you might have a little more trouble than musi-

cians with quieter, more portable instruments in scheduling your practice time around daily shipboard activities-but it can be done. And because drumming basics will be pretty shiny just from the number of hours you're playing, you can devote most of that shed time for your loftier musical ambitions, especially the styles (metal, fusion, bop) and techniques (double kick, extended solos) that don't get a workout in the normal course of the gig. During the leaner-talent spells among headline acts or bandmates, remaining personally pro-



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ductive is the best thing you can do to avoid bumming out on the scene.

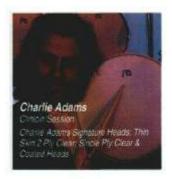
Also, you can often hook up with bandmates to jam, and many cruise directors will jump at the chance to work a jazz jam session into the ship's late-night entertainment schedule—although it might end up being a little more structured than you'd prefer. You might also find clubs in some of the ports that invite musicians to strut their stuff. The Red Onion Saloon in Skagway, Alaska, for example, hosts jazz blow sessions for jam-hungry musicians off one to five ships per day.

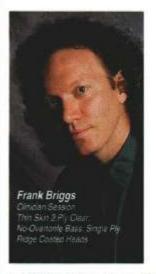
Career Move Or Career Dive?

Cruises isolate musicians not only from their family, but, temporarily, from their "normal" music scene as well. For this reason, drummers on the verge of breaking into a significantly higher level of success—and especially active studio players-should stop reading this article and go call their agents. Depending on your abilities, your goals, and where you are based, the extended incarceration...er...commitment of a cruise gig contract could result in your name being bumped down-if not off—your local gig call list. On the other hand, if your career seems to have plateaued, or you feel like you need to perform more, or perform a broader range of styles, the ships could provide a great place to "learn while you earn."

Does this mean that cruise bands are made up of losers or musicians who aren't

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serious about their playing? On the contrary. According to Martin Hall, that stigma has largely faded. "Many of our players have had formal training in conservatories and universities," he points out. "And you have to be good just to play some of these shows." My own experience on the ships corroborates his point. Although a few of the players I worked with were struggling, most were about at my level, and some were among the best musicians I've played with anywhere. The combined experience of this latter group included extensive touring, recording, stage, and television work with Buddy Rich, Maynard Ferguson, Phil Woods, Harry Connick Jr., the re-formed Glenn Miller Orchestra, Tom Jones, Wayne Newton, and Ringling Brothers' Circus, as well as many top Broadway and Vegas shows. John McDaniel, one of the first and best MDs I worked with, went on to conduct and arrange for numerous Broadway musicals, and is now the music director for The Rosie O'Donnell Show. Working with players who are better than you can be both a scary and heady experience. More importantly, it can be a catalyst to your own musical development, which is probably the best career move you can make. As John McDaniel puts it, "A cruise ship gig is a great place for young players to learn to play together. I'm a great advocate of that."

In a cruise ship dance band, while individual musicians are replaced from time to



Cruise ship musicians jamming in Skagway, Alaska's Red Onion Saloon

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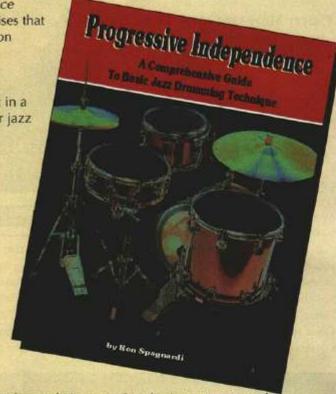
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MOD6

time, generally bands are hired as intact, rehearsed units. This greatly reduces the influence of the other players' musicianship upon your own.

So none of this sounds too shabby, right? Well, don't pack your snorkel just yet. Let's look at the potential for "trouble in paradise."

Paradise Or Velvet Prison?

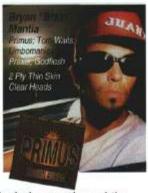
A trombonist I gigged with referred to the ship as the "velvet prison." Cushy and relatively free of responsibility, yes, but restrictive and potentially oppressive. Contract lengths vary, but average about four months. The thrill of going away can soon become the agony of being away—from loved ones and most things familiar. Maintaining relationships via telephone is precarious and expensive. Musicians who aren't emotionally free are often miserable long before their contracts end. In some itineraries, most amenities of civilization might be available only in the cruise's "home" port, the largest, most accessible port where the cruise begins and ends, and where each new crop of passengers embarks and disembarks the ship. Depending on your personality and your other commitments, the combination of isolation and "containment" can heighten your sensitivity to life's minor irritations and magnify them to unbearable proportions.

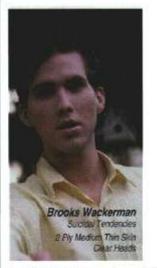
One of the most common complaints, perhaps surprisingly, is monotony. Except on the rare world cruises or extended regional cruises (or if your contract straddles two different "seasons"), the same ports are visited every three to ten days. In the course of a four- or five-month contract of one-week cruises, you could see some of them much more than your heart desires. By the twentieth cruise of a contract, "Wow, I can't believe I'm in Acapulco-this is outrageous!" can mutate into "Man, I am so sick of Acapulco, I'm just gonna sleep in tomorrow."

Also lending to monotony is the repetitiveness of some of the music, whether it's playing the same dance tunes ad nauseam, or accompanying production shows or entertainers who remain on board for many cruises, yet never vary their act. (More on this

More prickly still is the issue of musicians' rights. All cruise lines designate certain ship areas and amenities from which various crew and staff members are restrict-

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ed. In some cases these rules are clearly meant to ensure maximum access, comfort, and service to the paying passengers. In others, they seem only to fit into a quasi-military hierarchy in which some crew members (such as room stewards and laundry staff) have virtually no freedoms or privileges (and very few comforts) while on board. Restrictions for musicians vary from one cruise line (and even one agent's contract) to the next, but typically restricted areas include casinos, certain or all of the passenger restaurants, swimming pools, the passenger gym (far superior to any crew gym facilities), and the disco. When I was cruising, musicians could go to the movie theater, but were restricted to the balcony. (Can you say "Jim Crow"?)

In some respects, and on some lines, the situation has become even more oppressive. John Walsh points to the ships' dead-serious anti-drug policies, and their demoralizing effect on the musicians. "They've started doing random drug testing," he says. "They can walk in to your room at 3 A.M. to take you down to the doctor's office to give them a [urine] sample. And they can do midnight searches of your cabin—it's pretty crazy."

Shipboard chain of command as pertains to musicians is as follows (in ascending order): Sideman, bandleader (often, but not always the pianist), music director (one of the ship's bandleaders), cruise director, purser, captain. As a Sideman, if you have any dealings with the purser or the captain, it is less likely that you played a truly sparkling fill that moved him to tears than you committed some unpardonable breach of the rules for which you will be summarily disembarked on the nearest uninhabited island. (Well, maybe he'd wait for an island with a few people on it.)

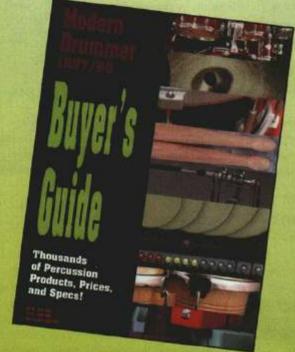
During my cruising days, the ship's disco was seen by most musicians as a symbol of our underclass status. For many years, musicians weren't allowed in the disco at all-or to dance anywhere on board, for that matter. (And no, our contractor was not Amish.) Over time, that policy evolved to allow us into the disco, but still prohibited our dancing. Later still, when it dawned on the purser that we could take some of the pressure off the social staff, we were actually encouraged to dance with passengers (mostly middle-

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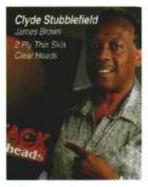
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aged and older women), but could not dance with (mostly younger) staff from the ship's boutiques, salon, or casino (who, incidentally, had been allowed in the disco for years before musicians were). And even in those relatively liberated latter days, while not officially forbidden, dancing or otherwise conspicuously fraternizing with the relatively few young female passengers was not so subtly discouraged by the ship's officers, who clearly resented the "competition."

Some musicians don't readily adapt to the cruise ships' rules-and-regs vibe. John Walsh bristles: "We're adults, we're artists, we've worked hard to do what we do: it's hard to deal with someone scolding you because there are more than four [staff members] sitting at a table in one of the public rooms." Then again, John has re-upped many times, so obviously he, like many veteran cruise musicians, has learned to deal with it. Just the same, newcomers should be forewarned of the sometimes frustrating and Draconian social dynamics of shipboard life.

Nowhere are ships' social dynamics more in play than within the confines (in all senses) of your cabin. Generally, two musicians share a room. I used to worry that the contractor or MD would assign me

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to room with an aggressively gay chainsmoker. My worst fears were never realized, but like so many aspects of the gig, roommate compatibility, further tested by the ship's close quarters, is a mixed bag, requiring tolerance and flexibility. "Type A" personalities could, by their own actions or those of their bandmates, end up playing dance sets with the sharks. Fortunately, contractors, MDs, and even some crew pursers who oversee cabin assignments are sensitive to the occasional need to "shuffle the deck" for incompatible roomies.

As with your cabin mate, maintaining a good (or at least civil) rapport with all your fellow musicians is crucial to your success and happiness on board. In some ways, those relationships are like being married—but more so. Day in—day out you'll not only be working with the same people, but frequently eating, partying, and hanging out with them in the various ports. Depending on your nature, this could be a great way to form lasting friendships and strengthen onstage performances. Or, it could just drive you pretty nuts.

Workload And A Sailor's Wages

Beyond the travel, cruise gigs offer musicians a somewhat coddled lifestyle in that the package includes basic needs like cooking & cleaning, a roof over your head, and a bed, plus a fair amount of free time and a respectable wage to boot! Starting salaries vary from one line to the next, but average starting pay is \$400 per week for Sidemen, and \$650 for leaders. (Beware that while most contractors are paid exclusively by the cruise lines, a few require kickbacks from their musicians.) Modest raises come with tenure; dramatic ones come for exceptional talent, or when a contractor is desperate to fill a position. If these sums don't seem all that kingly, remember that at least for as long as you remain on the ship, your regular "overhead" items-rent, food, and most transportation (since you won't have frequent access to a car anyway)—are largely already met. Commonly, ship crew members should or must be tipped to provide such services as cleaning your cabin, serving your meals, and cleaning your laundry, but aside from these incidentals, much of the rest can be "profit."

But you *will* be earning your pay.

In addition to "regular" dance and/or show sets, you may be required to play for "sail away" parties, luaus, formal cocktail parties, masquerade balls, and special "fun 'n games" events. Depending on your contract, plus the desires of the ship's purser, the cruise director, and the music director, dance bands may be required to play four or five hours a night, seven nights a week, plus the aforementioned special events. While playing in Sitmar and Princess show bands, I was contractually obligated to play up to 40½ hours per week (John Walsh says that most contracts are still within that range), but I'm sure we never reached that figure, and probably averaged between 20 and 30 hours per week, including rehearsals.

Show band musicians generally play fewer hours than dance bands, except perhaps during the beginning of a contract, when rehearsals tend to be heaviest. You are obliged to rehearse with entertainers as much as they feel is necessary, but thoughtful MDs will intercede if an entertainer's demands start to get out of hand. Fortunately, most entertainers are sensitive to not burning out (or otherwise ticking





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off) their backup band. Whenever possible, a music director worth his or her salt air will arrange rehearsals around port time, which, especially as the contract matures, becomes important for maintaining one's mental health.

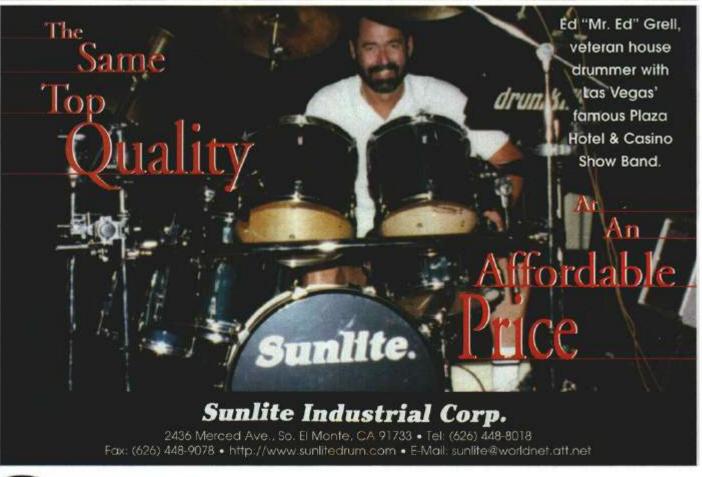
Most ships require musicians to perform a few simple non-musical duties, such as assisting in a mandatory lifeboat drill at the start of each cruise. In recent years, most have also begun requiring musicians for "in-port manning," which, as its name suggests, is remaining onboard while the ship is in port to assist passengers in case of an emergency. These duties are rotated among staff from the casino and shops, as well as entertainers and musicians to minimize the hardship on any individual, but they are still commonly resented. On John Walsh's current contract, each musician must stay on board once every four ports. "This can be a real drag," he says. "Port time is very valuable. And even though you can trade your assigned day with other staff, there are some ports that no one wants to miss, so you're usually stuck with it.

"The cruise companies are wanting more and more from everybody," John continues, and he recalls one that required him to oversee a passenger shuffleboard game. (He soon quit working with that cruise line.) "Insist on seeing the contract before you take the gig," he advises.

Shiver Me Timbers

A simple nautical fact: The oceans' waves move things—ships, people, stomachs. During one memorably severe tropical storm while I was on the Sky Princess, chairs tumbled, a television set slid off a shelf onto a shopkeeper's head, and countless ten- and twenty-year-veteran sailors (not to mention virtually all the sea-green passengers) were bunk-ridden for a couple of days. Granted, these conditions were highly unusual, but they bring up (so to speak) the subject of seasickness.

Generally, newer, larger ships bounce around less than older, smaller ones, and therefore are less likely to induce motion sickness. Nevertheless, most people new to cruising succumb for a while. It's not a pretty feeling, but most musicians get somewhat used to the nearly constant, gentler motion within their first month at sea. But even in "normal" non-storm conditions, rougher seas can "bring out the worst" in people, and at



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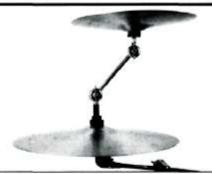
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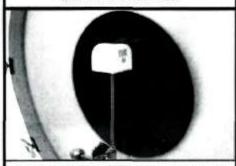
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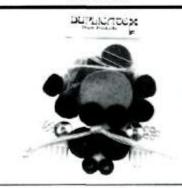
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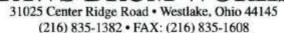
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least tend to make you feel tired or lethargic.

Certain stretches of open sea are invariably worse than others. Rough sea conditions are exacerbated when a ship's stabilizers are retracted late at night so that the ship can make better speed. On predictably rough nights, I dutifully laid down cymbal stands that might otherwise have tipped over. Even the ship's



normal gentle rocking affects drumming by slowly moving your center of balance from one side to the other. In these situations, the objectives of "swing" and "groove" take on more literal, and less musical, meaning.

Okay, so there's much to think about in terms of cruise ship lifestyle vis-a-vis your own temperament and adaptability to unfamiliar situations. But since you'd be paid for playing your drums, by now you should be asking, What kind of music?, Do I like/can I tolerate that kind of music?, and of course, Could I cut the gig?

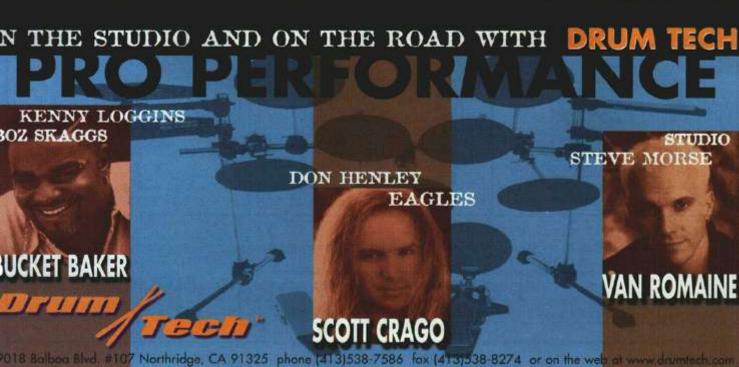
In The Mood?

One of my favorite cruise ship comedian jokes goes: "This guy says, 'Do only really old, old, old, old, old, old people go on Alaskan cruises?' 'No,' says the other guy. 'Their parents do.'" With cruising in general, this is only partly true. According to the Cruise Lines International Association, since 1986 the average age of cruisers has fallen from 52 to 49, and the fastest growing cruise population is the 25-to-39 age group. Also, cruise lines have promoted livelier activities to the under-the-hill set. Even so, you likely won't be playing to your contemporaries, and on certain cruise itineraries, such as Alaska and especially the Panama Canal, whose attractions are of a more sedentary nature, white and blue remain the most fashionable colors in cruise passengers' hair. This has a major impact on the styles of dance music played, and to a lesser degree, the currency and hipness of show material.

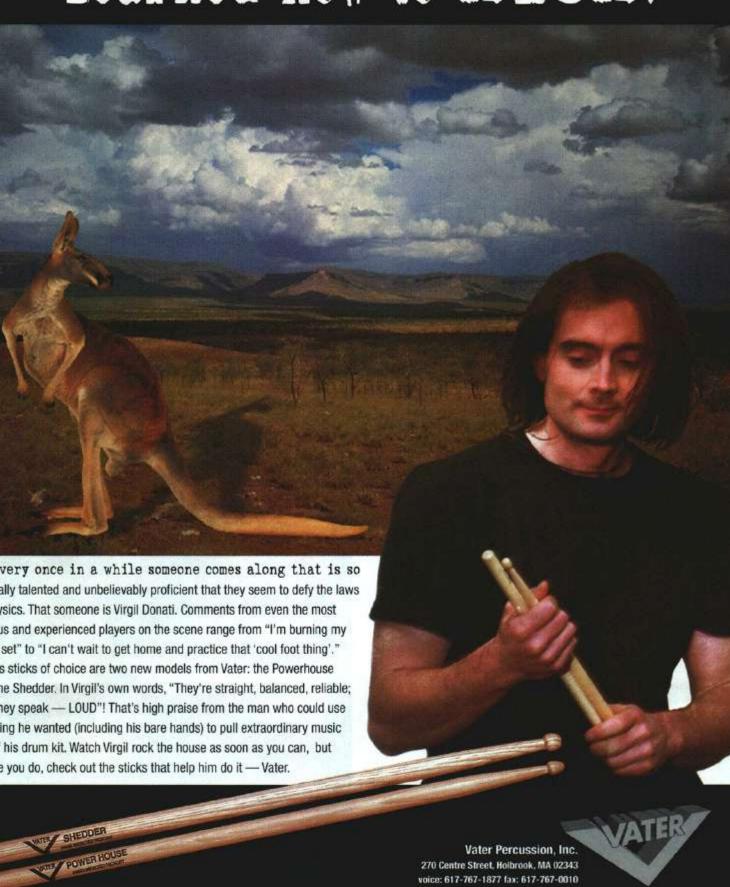
Older folks (at least the ones who go on cruises) seem not to be able to exist without a daily fix of "New York, New York," "Satin Doll," and "In The Mood"—and some require several doses per day. Rubbing shoulders with such hoary cruise ship traditions as bingo, the masquerade party, and whale- or dolphin-watching are the foxtrot, "Alley Cat" (yesteryear's "Macarena"), and the feared and reviled "Chicken Dance." Silly nondance activities require silly musical accompaniment to the tune of moldy martial chestnuts like "Anchors Aweigh," "The Colonel Bogey March," and "Hey, Look Me Over." Post-baby boomers raised on rock have begun taking to water, and a fair portion of both show and dance material is played with a rock beat, but head-bangers beware: "Rockin' the boat" still entails more Doobie Brothers and Whitney Houston than Metallica and Stone Temple Pilots. Hard-core jazzers fare no better: Except for special situations like the aforementioned jams, you'll have to leave Trane and Bird in the closet.

Will your shipboard repertoire include only schlock and antiquities? No. But if playing such music intolerably abrades your musical sensibilities, you'd better keep your feet on terra firma.

In the next issue we'll look more deeply into the kinds of music played on cruise ships, and we'll examine what drummers have to know to cut the gig, the potential musical benefits, and a few more challenges peculiar to life at sea.



Ever wonder where Virgil Donati learned how to kick?





Jack DeJohnette And Don Alias

The Making Of Talking Drummers

by Artie Traum

Tack DeJohnette and Don Alias breeze into upstate New York's Make Believe Ballroom studio at about 1:00 in the afternoon on a bright, late-summer day. The two are planning three days of sessions: monster drummers turned loose in a room full of drums, cymbals, and percussion instruments from around the world. The sessions will be videotaped and released by Homespun Video as *Talking Drummers*, so that drummers around the world can share the experience. The tunes will be eclectic: a "spicy jambalaya" of African, Native American, Caribbean, and bebop influences.

Don ambles in first, congas in each hand and a tambourine over his wrist. Jack follows with arms full of djembes, shakers, and a snare drum. They don't waste any time. There's little studio chatter, although the vibe is upbeat and enthusiastic from the get-go. These guys are ready to make music, and their intensity ripples through the room.

Maneuvering through the thick underbrush of wires, cables, microphones, and video equipment, DeJohnette and Alias go about tuning their congas and djembes and warming up. Within fifteen minutes they're playing away, improvising on the groove, checking each other for cues. Don's large hands slap down with accuracy. Jack snaps rhythms of his own and peers at Don, who is leading the charge.

"We have mutual admiration and respect for one another," Jack says, recalling their twenty-year association. "I first heard Don when he was playing with Nina Simone. He had this feel. It was precise, but it could also be loose. It didn't make you feel like you were in a straightjacket. Don and I hooked up. I saw something special in him. He had chops...technique...sensibility. He could support you, or light a fire when you needed it. Being a pianist as well as a drummer, I know what that feels like. I know what / want from a drummer."

Jack and Don's first percussion track is a call & response—a conversational percussion piece with roots in Africa and other indigenous cultures around the world. They start out trading fours, each time getting a little more complicated in their patterns. When the tune is over, they both get up, break into laughter, and hug each other.

"That was baaaad." Don slaps Jack's hand. "Ooooo-eeee!"

It seems they had gone into a trance while they were playing, and they had communicated with a kind of telepathy. The spell was broken only when the music stopped.

"When we start playing, the spirit comes through the rhythms and we're in an altered state," Jack notes. "The spirit of the drums comes through."

"We just started playing this rhythm," Don says, barely able to contain his excitement. "We started giggling. We had no intention of

playing *that*. You never think of Jack DeJohnette as being a hand percussionist. But he approaches the drums musically. It's important for hand drummers to tune their drums, and because Jack is always thinking about the musical aspect, the beauty of these sessions is that you hear the tuning of the drums."

This enthusiastic and ebullient mood sets the tone for the next three days—which are jammed with music.

In an age of cynicism about the business of music, where musicians grumble between takes about what their labels haven't done for them lately, Jack and Don are refreshingly occupied with the *music*. During the first three days of sessions, only one thing is said referring to the business of music. "My boys, they'll be wanting *this* track," Jack says to Don about a catchy tune with an African-reggae feel. "You dig?"

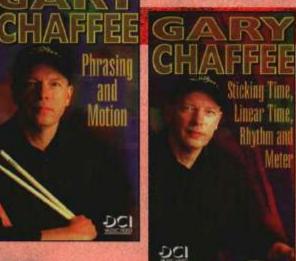
Otherwise, the focus is entirely on the music. Not that Jack and Don aren't savvy business people as well as musicians. They just never discuss it. There is a sense that someone will flip for these tracks...later. The music is now.



Don Alias (left) "talks," and Jack DeJohnette responds

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According to their worldview, Jack and Don drum by divine provenance. "We're blessed," Jack says on more than one occasion. Don explains it this way: "Someone up there, the powers that be, said, 'You guys are going to play the drums. Do it right and you can bring this message to everybody."

This concept of a "blessing" from the gods could be interpreted either as inflated egos or as a realistic view of Jack and Don's talent. I choose the latter interpretation, partly because of Jack's mission-like decision to walk a spiritual path and change the world through percussive sound.

"There has to be some magic coming from a higher plane," says Jack, "because we met in the '70s, we crossed paths here and there...now all of a sudden there's all this work together. It's no coincidence. It's important

that we recognize the gift and know where to take it.

"Drumming helps people get down into their deeper selves and release old blocks," Jack continues. "I think society is reaching out for something richer than material gain—and music is doing that. And there's something else about drums that all indigenous cultures know: They go to the drum for healing, for ceremony. The drum can call up spirits...cure illness...it can..."

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"Raise and talk to people in the next village," Don cuts in.

"Cleanse the soul and the spirit," Jack concludes.

"Jack has a spiritual approach," Don muses. "Mine is subconscious. I was initiated eventually into the bata drum. I always had a thing about

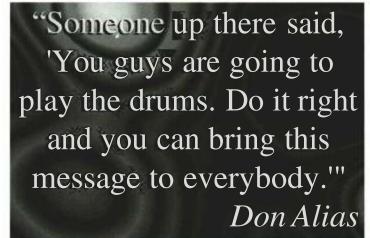
it being spiritual, in drum ceremonies. I could see physically what it does to people. But Jack has a tangible way of explaining it. You get a feeling from him how it relates to the healing process. I come from a more primitive way of dealing with this."

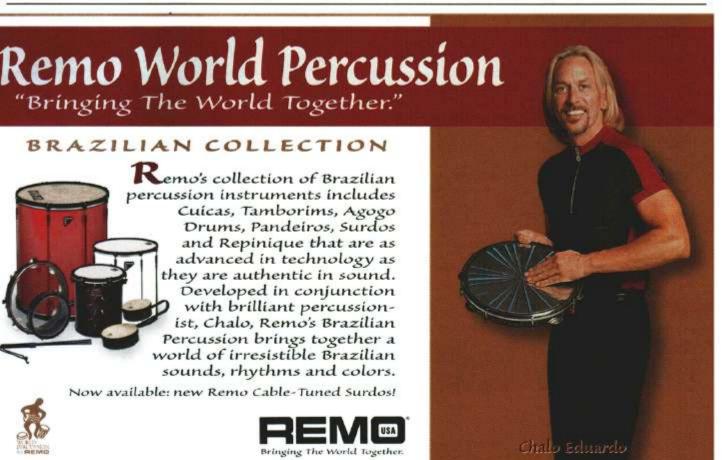
Jack and Don were there for some of the most important moments in recent jazz history. From the Miles Davis Band and Nina Simone to Herbie Hancock, Joni Mitchell, Pat Metheny, and Michael Brecker, these guys helped to define and

shape the genre. Their mutual respect and friendship is obvious.

"We used to tour a lot in Europe," Jack recalls. "We'd be with Miles and Nina playing the same shows. At night there'd be jam sessions at clubs, providing an opportunity for us to play together. I saw something very special in him... a feel that I related to."

"A lot of musicians would tell me, 'You have Jack's playing in your playing,'" Don says. "I'm in awe of Jack. Even though we're





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contemporaries, he's a hero of mine, like Mongo Santamaria, Miles, and others. My respect for him and my admiration for his accomplishment is so great, when he asked me to join his band Compost many years ago I was blown away. He's one of the greatest drummers, and he was asking *me* to play drums in his band. I told myself, 'Accept the challenge, regardless of what it is, because you're gonna learn something. You're getting it from one of the masters.' Just imagine that honor!"

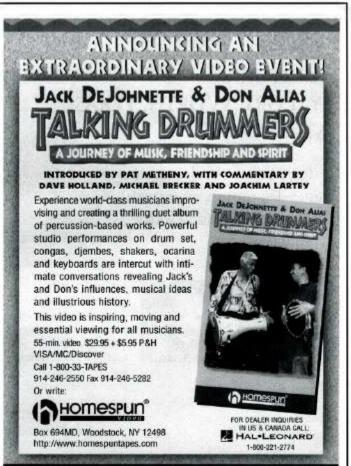
As for Jack, he says, "It's mutual admiration and respect. When I first heard Don he was playing the drumset. I admired his playing and his feel. I knew I wanted to get with this cat eventually."

Back in the studio, the duo kicks into a tune called "Maximum Concrete Respect," with Jack playing a funky keyboard groove and a "loose, loping" traps part. Jack credits this style to Roy Haynes and Elvin Jones, two drummers with extraordinary musicality. "It's a cross between a jazz feel and a reggae feel," Jack explains. "Don plays the djembe and puts it on 2 and 4. It has cross rhythms and little spices, like a chef making ajambalaya of rhythmic condiments."

Don sits in the control room, chuckling and shaking his head to the beat. "A lot of that is my elation at watching him get off on what he's playing," says Don. "I just become joyful. It knocks me out all the time!"

Don's percussion tracks inspire Jack to play a single-line keyboard solo. "After Don put his tracks on, I responded to what he did," says Jack. "There's a reference to Miles in it, in the sensibilities of the phrasing and notes. I could see Miles, how he would attack the notes. It was really fun for me to play over, just bouncing on top of it."

During a break, Jack talks about the joy of being a musician. "It's a



gift that the pioneers of this music called jazz had. Music was always fun. Challenging, but fun. Piano is my first instrument, but when I came to drums there was something that happened immediately. There was some kind of different expression and immediacy. Piano has chords and scales and basic things, but drums are immediate. Even a child gets to it; it's a natural expression. There was never a word about 'You can't do something.' Jazz musicians encouraged that."

"A lot of great musicians are insecure," Don adds. "I've been lucky in the sense that I don't really judge myself. I always just hit it straight ahead and right on. I'm not judgmental upon myself. What I see in Jack is professionalism. What comes across with him is that he never looks like he's having an insecure moment."

Working ten to twelve hours each day, Jack and Don seem to flow from one tune to the next. They chant "O Cho Zi," an ancient African song. They play log drums, shakers, and cabasa. They even bring in a young rapper named Monk to sing an overdub on Jack's tune "Say What? You Don't Say!" Monk is shy at first, but he rises to the task. He quickly finds his pace, and with a raspy, deep voice blasts out a series of improvised staccato lyrics.

Finally, Don sits at the traps. Jack sets up a funky, Stevie Wonderstyle groove on keyboard. They start slowly, carefully establishing a feel, and then explode into an extended improvisational piece called "Tales From The Woods." Jack increases his keyboard part incrementally, but Don wails from the outset. It's as if he's literally been taken over by a spirit that walked into his body and is making it move. He looks like one of those wooden folk-art dolls that dance on a stick. He breaks into a sweat. His arms flail freely from tom-toms to cymbals to snare. His foot kicks—literally.

"Tales From The Woods" seems to have no time signature. Jack and Don are letting everything go. You *feel* their spirit, their soul, their years of experience reaching, yearning, soaring in one exhaustive search for freedom. They finish the tune after twenty minutes—and immediately start playing again for another twenty.

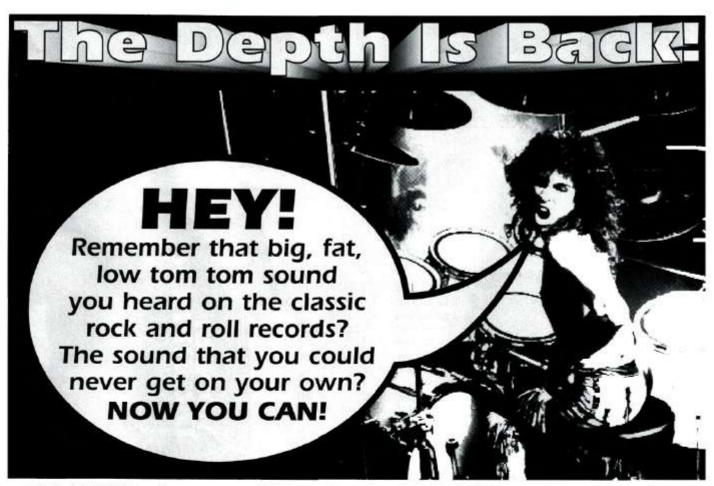
"You're taking a risk in free improvisation," Jack says, "as to whether or not it's going to be interesting. You create a structure for yourself so the listener can follow you. You build motifs. You have to adapt a way of playing and not listen to what the drummer is doing, 'cause sometimes it can be so strong it can pull you out. So for me I had to go in with both of these heads."

Don adds, simply, "It was a spontaneous, improvisational, creative piece of music. We sat down and we played."

But how did they manage to make the hits together without specific time signatures or predetermined signals? "The piece gave me inspiration to play," says Don. "I was able to play musically, not just as a timekeeper, but to play the drums themselves."

Later, Jack showed the video of "Tales" to Michael Kane and Jerome Harrison (from Jack's current touring band). "Don and I were coming out of these things hitting beats together," Jack notes. "They said, 'Man, how are you doing that? What time are you playing in?' Michael is very astute; he does the same thing. We might be playing 1, 2, 3, 4, or a bar of seven or nine, but we're not thinking in terms of bar lines. We're playing off a pulse. If you think in bar lines you'll have a lot of overlapping phrases. But it makes total sense, because it all resolves in the pulse. You think in terms of phrases within the pulse."

Don is less philosophical. "I was just thinking about the pure music, totally creative pure music."



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What The Pros Look For In A Drummer

Compiled by Cheech lero

ave you ever played a gig and spotted a drummer you really admire in the audience? Along with being a bit nerve-wracking, it might make you wonder what they are listening for in your playing. Read on to find out what some leading pros focus on when watching other drummers perform.



Steve Gadd

I look for a drummer who plays musically, someone who sounds like he's listening. I also listen to how well the guy plays with the band, and his time. Technique is nice, but more important is the way he works off the other musicians. Actually, it's all in how he applies everything he knows to whoever he's playing with.



Alex Acuna

I listen for a good sound and a good groove or feel. The tonality of the drums and a good cymbal sound are also essential. Other important qualities are good technique, a musical approach to the music, and a relaxed approach. The groove is crucial. The drummer has to make me want to dance.



Max Weinberg

The first thing I look for is whether the drummer is supporting the song. Next is how he makes the music feel; that can't be underestimated. I also certainly appreciate any drummer who's spent years developing his technique. Good technique can only help you play better.



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Bernard Purdie

The first thing I look for is character, and the feel a drummer adds to a particular song. Every song should have a different meaning, a different rhythm, and a different attitude. I don't care if it's jazz, funk, R&B, or pop. I always look for character and attitude.



Anton Fig

I look and listen for a drummer with a good feel, and a personal style and sound.



EdShaughnessy

I look to see if the drummer is into the music. The biggest problem I see with voung drummers is that they're not listening enough to the music, they're listening more to themselves.

Other important elements to me are good chops, a good sound, and a strong, solid time feel. And if you're not listening intently, and really trying to contribute to the success of the music, then you're not really functioning at 100%.



Kenny Aronoff

The two things that grab me the most are the beat and the groove. The beat immediately defines where we're at. It's the first thing that strikes me. Next is the groove, the whole vibe of the player. It's important for the drummer to be connected with the music. After that, I listen for technique.

What's this person playing technically that I can't do? What creative ideas does this drummer have that I'd never heard before?

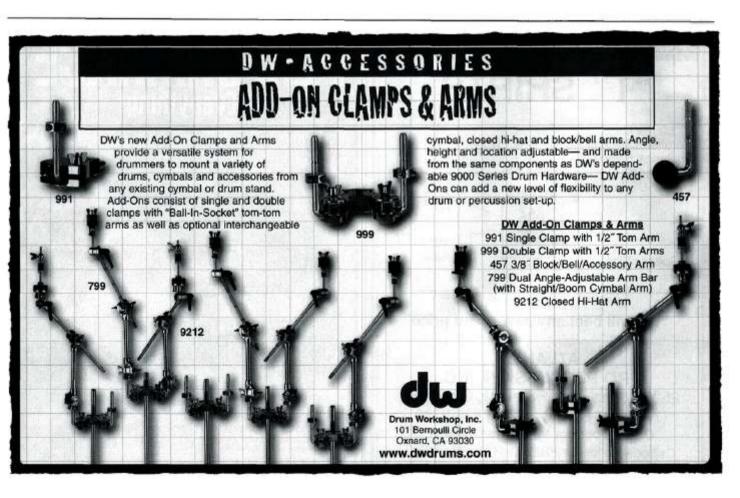


Dom Famularo

I can sum it all up in one word—style. All great artists are differentiated because of the essence of their style. Style is the ultimate combination of technique and expression. For me, that's the balance of any level of art.

When you think of a guy like Gadd, you think style. We all know Gadd's sound. And

guys like Krupa, Buddy, Elvin, or Tony—it's their style. Unfortunately, the word is misused a lot in today's drumming. Style is one thing that's removed from a person's playing with a lot of today's music. People tend to play very stale and sterile. Once that style ingredient is removed, everyone starts to sound the same.





Chris Parker

I look for a swinging gait, a balanced, steady, consistent walk—and the ability to emote within the context of good time. I also look for the appropriate feel for the tune, a solid bass drum, and a full range of dynamics.

Whenever I meet someone, I pay particular attention to the way they walk. When I see guys who walk with a kind of consistent swing, right in there, energetic but not forceful—sure enough, these guys turn out to be good players. The first time I met Steve Gadd, he introduced himself to me. I said, "How did you know it was me?" And he said, "I could tell by your walk."



Charlie Perry

A good sense of time is essential. It has to blend and harmonize with the other players, and it has to give. It can't be stiff or rigid. Depending on the style of music, some drummers play more on top, while others are more behind the beat. But essentially it's a matter of keeping steady, swinging time.

Second is the drummer's ability to interact with the other musicians. Can he carry on a musical conversation? He doesn't necessarily have to be the dominant voice in the conversation, but an active voice.



Gregg Bissonette

I know it's been said before, but the number-one thing I look for is tempo. If a drummer can start the song off at the right tempo and hold it there throughout, that's most important. Second is the ability to play different styles of music: pop, rock, swing, Latin, country, R&B,

etc. Third would be the ability to perform these styles at all dynamic levels. From small clubs where people are dining and just want background music, to stadium tours where you really need to project. Fourth is the ability to interact with other musicians. Fifth would be technical facility and a good ability for improvisation. Last would be originality—something that sets that drummer apart from the others.



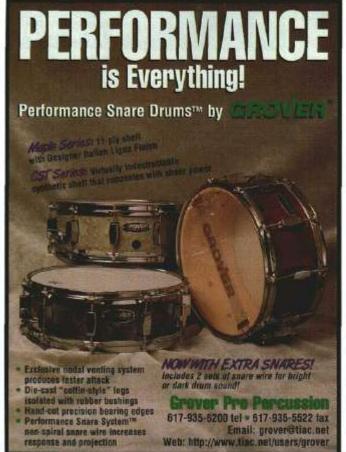
Joe Morello

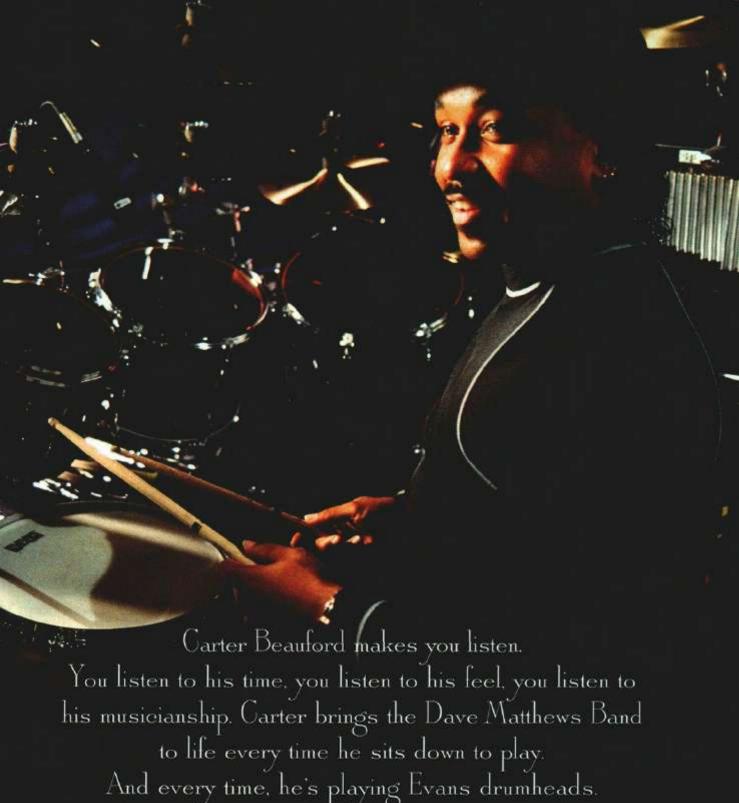
To me, musicality is most important. Is the drummer playing correctly for the band he's with? Some guys are just oblivious to who they're playing with. They're just practicing on the bandstand.

Next would be good taste and good control of the instrument. I also listen

for good time, the ability to swing the band, and a good feel. The musical elements are the most important to me.







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Michael Shrieve

I look for the feel within the time, and the overall performance of the music. It's exciting to discover a special drummer who is proficient and who has an extra type of ability.



Gary Chaffee

When I go out to hear someone new play, I really like to be surprised. I like to hear something unique, something personal. Clones don't interest me, and neither do guys who just blow chops all night. It's just not very musical, and not very enjoyable to listen to. I like guys

who have their own style and can play the music. I like players who are aggressive and play like they mean it.

In terms of students, I look and listen for that spark of originality, and some indication that the physical potential is there as well. Sometimes only time will tell, but usually you can get some idea as to how tough it's going to be to get the stuff out.



Vinny Appice

I listen a lot to where a drummer places his fills, and the kind of fills he uses. Are they just stock 8th notes? That tells me this drummer is more of a simple player. If it's something a little more complicated, with a little more technique, that tells me this guy knows what he's doing. At

the other end of the spectrum is what a drummer doesn't play. I listen for that a lot, as well. I was a really big Bonham fan because he was tasteful and placed his fills where they counted most. That's important to me.

A drummer's body language also indicates to me whether he's straining or playing at ease. Body language tells you whether it's natural or not. You can tell if it's a struggle or if it flows.

Finally, I listen for the sound of the drums themselves. That's a good indication that the drummer knows how to tune his instrument. Drums should be easy to listen to. Even though drum sounds have changed over the years, it's still a matter of making them sound good.



Jim Chapin

I look for a drummer's strengths. I've known guys with very little technique, but musically, well, that was a different story. Sometimes a drummer's weakness can be his greatest strength. Some great drummers developed their style to compensate for their weaknesses.

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by Tim Hogan

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Buddy Rich

[Buddy's comments are excerpted from an MD interview conducted in 1980.]

I listen for that little something *extra*, which makes a drummer outstanding. There's around a half-dozen guys today who I'd put

in the category of truly good players. But every time I do that, I have to remember that every guy I heard coming up was a great drummer. Papa Jo laid the groundwork for how to play with a big band. I feel the same about all the guys I knew in my lifetime because each one was an individual stylist who didn't steal from other guys. Jo sounded like Jo, Gene sounded like Gene, Philly Joe sounded like Philly Joe, and Max sounded like Max. Every drummer had a distinct personality, and you knew exactly who you were listening to. If you put on six records today, the same drummer could've played on all six. There's no variation in sound and you can't differentiate. When you find someone with that little bit of something extra, they become outstanding.



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Tony Parziale's How To Develop Lightning Speed practice course has been sold through the mail since 1990. Now in its seventh printing, the course has recently been made available through retail music stores. It consists of a workbook and accompanying cassette, with a retail price of \$22.50. The course is recommended for beginners to semi-professionals, and reading music is not required to benefit from the method. Said to teach "many triedand-true techniques for development along with an innovative exercise outline," the course

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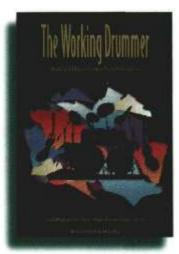
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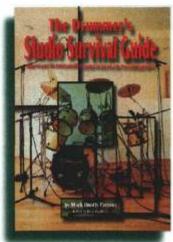
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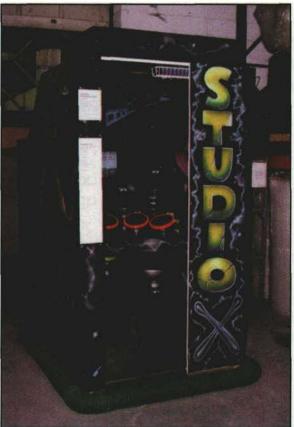
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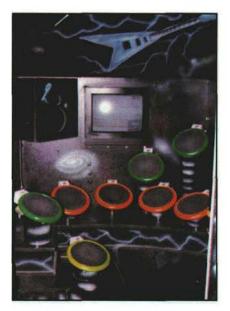
ohn Devecka is a mechanical designer whose idea for a robotic ice cream vending machine has taken the vending world by storm. As is often the case with creative individuals, John is also a musician, and he's recently focused both of those identities on the creation of the *Studio X*—a video arcade game offering the excitement of drumming in a conceit environment.

John and his partner, Aldrin Roque, were actually guitar players who worked in bands together. But John also enjoyed the drums. "Four years ago I found an old snare drum in my house," he says, "and I started practicing. Then I borrowed a drumset from a friend of mine, and started playing along to CDs in my room. One night as I was playing, I came to a realization. I was having some problems with the ice-cream vending business, and I thought, 'We need other things to think about just in case things don't go well here.' I was trying to draw on things I love to do. I thought of music, but music and money don't always go together. I wanted to find a way to bring the joy of music to people. I would never have gotten into music had it not been for somebody showing that joy to me and teaching me how to get into it."

John realized that his ice cream machine gave him an automatic "in" to the amusement industry, and thus a way to reach children. "I saw my nieces and nephews having a very good time playing on my drums," he recalls. "I wanted to incorporate that euphoria into my new idea."

John also recalled his own dreams as a guitar player—to play on stage in a major





The Studio X is a self-contained electronic drum performance simulator, intended for placement in arcades and other amusement sites. The unit shown here is the initial demo model. Finished production models will feature a molded plastic booth and even more sophisticated environmental effects.

band, with the lights and the cheering audience. "I wanted to find a way to time-warp people right to that goal," he says, "with a simulation that would say to them, This is how cool it can be. If you enjoy this simulation, take the journey and you'll get there for real.' So I spray-painted a big wooden box, put in colored lights, added electronic drums and some recordings, and came up with the prototype for the *Studio X*. Then I threw a party at my house for twenty kids. They were in that booth, playing drums, *all day long*.

Seeing kids getting into the *Studio X* prototype gave John the confidence to do a patent search. Nothing similar

had ever been done, so he pursued a patent. Since then, he's been working on developing the *Studio X*, part-time, for about a year and a half. Aldrin Roque added creative input towards the construction of a demo unit that could be shown to the arcade industry.

The finished *Studio X* consists of a highly decorated booth environment, a sound and lighting system, a computer monitor from which the player selects the

Inside the booth, the player selects a tune on the computer screen, then drums along on the electronic pads as the sound pours out of the stereo system. The "virtual reality" of being on stage for a concert performance is remarkable.

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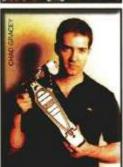








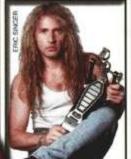


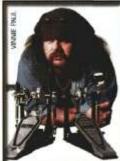








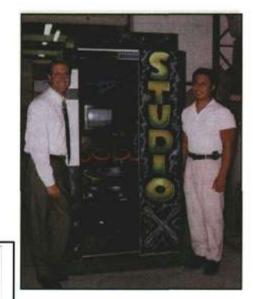




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tunes, a hundred-disc CD player, Roland electronic drum pads (including a bass-drum pedal), and an Alesis *D-4* as a sound source. There is also vending hardware to accept money and time the play, and a computer to control the overall operation. It's a sophisticated system that provides the player with the very real impression of performing at a major conceit event.

"I think that the unit will appeal to arcade operators," says John. "There aren't many different categories of arcade games. I went to a couple of arcades, and they had five rows of similar racing games. So just being in a different category offers a high value. The *Studio X* is also educational and interactive, which adds more value. We've already run several tests at major arcade venues in the New York City area, and the response has been tremendous. The issue with the operators is usually price. But if I get some advertising support from the drumming industry to keep the price low enough, I think the *Studio X* will be a



John Devecka (left) and Aldrin Roque, creators of the *Studio X*

tremendous success. Then it can be in many locations throughout the world, where it can promote drumming every day. I can guarantee that people who would never have touched a drumset will play the *Studio X*.

While many in the drum industry complain that video games draw off kids who might otherwise take an interest in drumming, John sees the Studio X as a potential incentive toward drumming. "Kids are used to going to arcade games," he stresses. "They get excited about the sounds, the lights, the look, and the participation. So that attraction is already in place. If, out of 2,500 kids who play the *Studio X* on a given weekend, 10% of them think, 'Hey, maybe I can do this for real,' that's 250 kids who might walk into a music store and inquire about drums or lessons. And if 10% of those kids decide to actually do whatever is necessary to start, that's twenty-five drummers that you didn't have yesterday. So the exposure factor is incrementally good, and it stands to make a good return for the drum industry in general. Eventually, I'd like to be able to produce a home version for a few hundred dollars—where you plug your own CD player in. It would be a fun way to get kids started in drumming.

"The best thing about the *Studio X,"* John concludes, "is that there is no pressure. People who play it are not *really* playing anything. 'Gee, do I have to sit down and try to play a set of drums?' No you don't; you're just playing an arcade game. But all of a sudden, some of them are goine to realize, 'Well, geez, I can *do* this.'"

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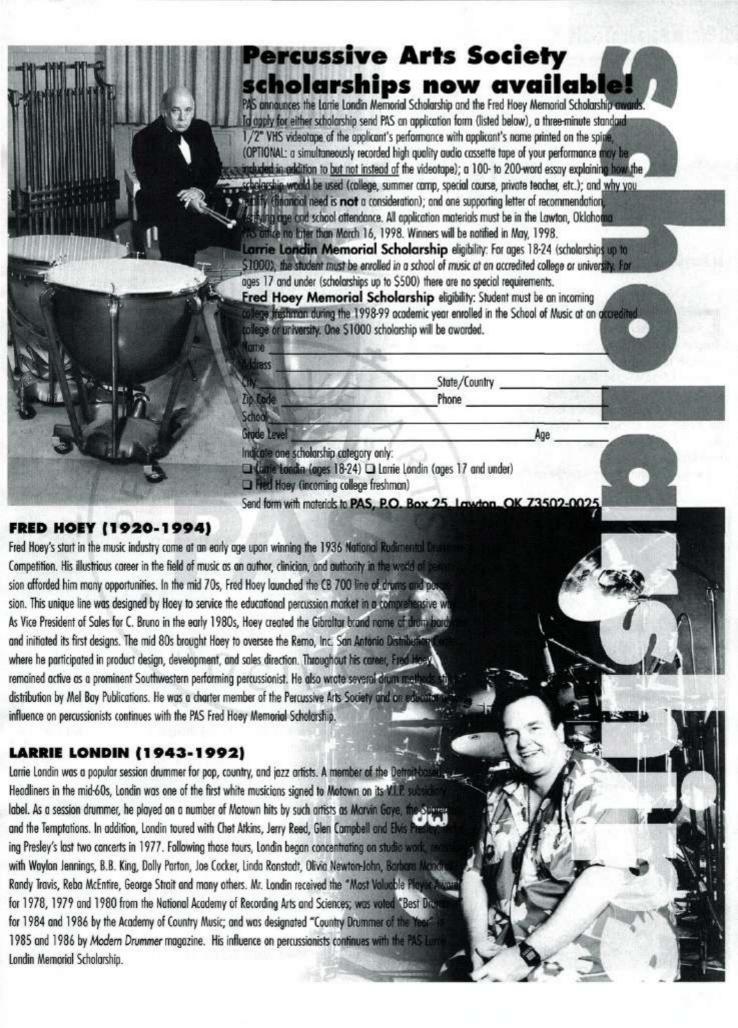
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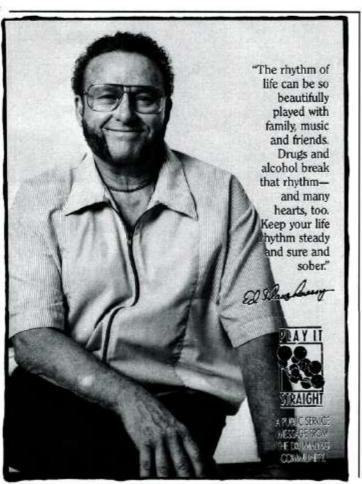
Leedy Utility Snare Drum

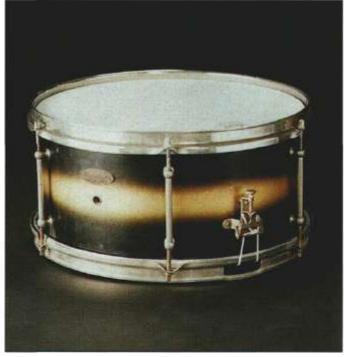
by Harry Cangany

veryone gets fooled once in a while, and this drum fooled me. I want to describe the situation that set up the mistake on my part so that it may help you to avoid similar mistakes (and be a reminder to me).

When I first saw the drum, I knew it had a Leedy shell, because of the strainer used. The fact that the drum had Ludwig tube lugs posed no contradiction, since Conn Band Instruments owned both the Leedy and Ludwig & Ludwig drum companies from 1930 to the mid-1950s, and it's normal to see Leedy drums with Ludwig

I saw no manufacturer's badge on the drum, but I did see a plas-





tic nameplate that read "Pearson Music, Indianapolis." An old city directory told me that Pearson Music was a downtown furniture and music store.

I had heard stories of music stores labeling drums with the names of the store, and this 3-ply Leedy fit the description of such drums. The model has six lugs-something we would consider to be a student-line drum. Thus I thought I had discovered a privatelabel drum made for Pearson Music by Leedy.

I mentioned my find to Bill Ludwig Jr., thinking I had found the "missing link." But Bill told me that the plastic sticker was probably put on the drum by the music store simply for store identification and promotion—similar to the way nameplates of dealers are stuck on today's automobiles.

Since the vent hole had shown no evidence of tampering, and since there was no badge, I was crestfallen at my mistake. But there was another clue to the real identity of this drum that I had missed: It had triple-flanged hoops. Leedy never used tripleflanged hoops. Neither did Ludwig & Ludwig.

Never trust hoops. People change them...they disappear...they get used on the wrong drums. Once I remembered this, a light bulb went off. Bill Ludwig Jr., the dean of American drum collectors,

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was right! Someone had put either WFL or later Ludwig triple-flanged hoops on a drum that should have had single-flange hoops and collar hooks. And the top hoop should have had the words "Leedy Manufacturing U.S.A." engraved in it.

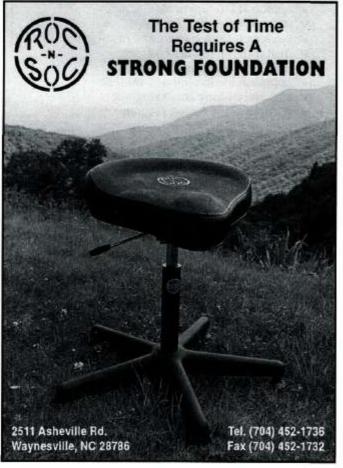
So what we *really* have here is the Leedy *Utility*, a drum that traces its model name back to the 1920s and then forward into the '50s. (During World War II the name was changed to the *Victory* for propaganda purposes.)

This drum has a 6½x14 3-ply laminated shell with reinforcing rings. The interior is finished with shellac. The shell is no different from that of the Leedy *Broadway* or its sister model, the Ludwig *Super*. The presence of six tube lugs and the Leedy *Utility* strainer, however, mark this particular drum as a low-end model. The black-and-gold lacquer finish on the drum is a fine example of the type used during its time period. Leedy Indianapolis used enamel; Leedy Elkhart switched to lacquer.

A Leedy *Utility* snare in excellent shape should retail for \$150-\$175. The eight-lug *Reliance* should cost between \$200 and \$250. The step up to a *Broadway*, however, is a *big* step.

At some point it will be interesting to find the drums that *are* private-label models. In the meantime, snap up any good-sounding vintage snare drum you can find, regardless of the number of lugs. The values are shooting up every year.





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HEARING EDUCATION AND AWARENESS FOR ROCKERS

Dante' Roberson

Dante' Roberson, of Stanford, California, displayed musical abilities at the age of three, after which his parents encouraged him to play the drums. He started playing in church, and gained extensive experience in gospel music. Eventually, he expanded into other musical genres, such as jazz, funk, and Afro-Cuban.

Dante' began his professional career at the age of sixteen. He has performed and recorded both with Christian and secular artists, including Hope Award winner Daryl Coley, Grammy award winner Edwin Hawkins, the Clark Sisters,



Babatunde Olatunji, African Rain, and Carl Wheeler. He has recently been signed as a member of recording artists Art & Soul, and he is the musical director for the Demetrious Tolefree singers.

Demo material from
Dante' reveals
him to be a
tasteful per-

former with a strong R&B feel—but also with prodigious fusion-esque technique. Creativity and taste—and a hearty respect for a solid groove—also mark his personal style.

Along with being a seasoned performer, Dante' is also an active educator and clinician for schools and organizations throughout California. He endorses percussion products from Aquarian, Drummers Helpers, Engineered Percussion, and Quiet Tone. He cites his goals as "to display professionalism and dedication in all that I undertake, and to constantly reach for new levels of creativity and versatility."

Ricky Ross

Long Island, New York native Ricky Ross started his musical career on guitar. But at the age of eight he was so taken

with the intense way that John Bonham played drums that he converted to drumset. He started playing in bands at the age of fourteen, eventually gaining years of experience in clubs and studios in and around New York City.

Now thirty years old, Ricky cites Bonham, John Panozzo, Alex Van Halen, Stan Lynch, and Ringo Starr among drummers he particularly enjoys. But his primary influences are bands

rather than drummers. "I pay close attention to the lyrics and the melody lines," says Ricky. "I don't want to step on anything important. It's not about showing off my chops; it's about the final musical product."

Ricky displays his "for the music" philosophy on *Spine*, the debut CD of his band Lucy's Crush (on their own Individually Twisted Recordings label). An alternative-style trio from San

Francisco (where Ricky now resides), the group's music is clean, open, and creative—giving Ricky the opportunity to inject very personal and original percussive elements. While not a display of "chops," Ricky's drumming makes a major contribution to the character of the music.

Ricky's equipment includes a Ludwig kit, a Pearl *Chad Smith* snare drum, Paiste and Sabian cymbals, a DW pedal, and Rhythm Tech and

Toca percussion. His goal is to take Lucy's Crush as far as they can go. The band is currently playing in and around the San Francisco area, along with touring in support of *Spine*.

Shane Chikeles

Shane Chikeles of Wallkill, New York has been playing and recording with his current band, Drowning Room, for two yearssince the ripe old age of fifteen. In that time the heavy rock/thrash group has developed a substantial following throughout New York, Connecticut, and Massachusetts, Last year they released a CD titled True Love Always (Rhythm Den Records) to favorable regional response.

On the band's CD (as well as an additional demo video and cassette), Shane



displays a talent that belies his youth. With powerful yet fluid technique, a wealth of interesting melodic/percussive ideas, an abundance of energy

and showmanship, and some serious doublepedal chops, Shane is a credit to his influences: Rod Morgenstein, Tim Alexander, Mike Portnoy, Prairie Prince, Steve Smith. Van Romaine, and Dave Lombardo. Yet progressive power drumming isn't the only field in Shane's sights. With an eye to the future, he says that he "wants to be as versatile and to land as many jobs as Kenny

Aronoff." He's currently performing on a Premier kit.

If you'd like to appear in *On The Move*, send us an audio or video cassette of your best work (preferably both solo and with a band) on three or four songs, along with a brief bio sketch and a high-quality color or black & white close-up photo. (Polaroids are not acceptable. Photos will not be paid for nor credited.) The bio sketch

should include your full name and age, along with your playing style(s), influences, current playing situation (band, recording project, freelance artist, etc.), how often and where you are playing, and what your goals are (recording artist, session player, local career player, etc.). Include any special items of interest pertaining to what

you do and how you do it, and a list of the equipment you use regularly. Send your material to On The Move, Modern Drummer Publications, 12 Old Bridge Road, Cedar Grove, NJ 07009. Material **cannot** be returned, so please **do not** send original tapes or photos.

Productive Practice

by Joseph Pescatello

Pvery instrument has its own voice. And just like the human voice, it can express a wide range of sounds. The acoustic guitar produces everything from lush chords to delicate bell-like tones. A piano's voice ranges from deep, guttural bass notes to twinkling, crystal highs. And just compare a Cajun fiddle to a classical violin to hear the variety of timbres that instrument can produce.

Of course, the instruments themselves don't make any sounds at all. They all require one thing—the human touch. A musician must coax the voice from within the instrument. And just as a newborn baby can't recite poetry, a novice musician can't evoke the instrument's full natural voice. Through practice, he or she develops a level of skill with the instrument.

Don't confuse *skill* with talent. Skill is acquired through hard work and a desire to excel. Talent is an innate ability; a gift

bestowed on us at birth. Everyone has talent, but some people only have to glance at an instrument for it to emit the most beautiful sounds. These musicians are blessed with a wealth of natural talent, while the rest of us must spend countless hours woodshedding to make even the smallest improvements. We depend more on our skill, which we hone and build upon with *practice* to make us good players. Using that practice time effectively may be the most important thing you can do to improve your musical skill level.

The goal of practicing is to improve our ability to coax the natural voice from the instrument. We want to be as expressive and nimble with it as we are with our voice. Without thinking, we all use inflections, whispers, shouts, and other devices to express ourselves vocally. Ideally, we should be equally adept at manipulating the instrument's voice to express musical ideas. Most of us can't spend as much time

playing and practicing as we do speaking, so we must make the most of the time we do have with the instrument. Here are a few ideas to help make your practice time as productive as possible.

Practice Daily

Daily practice is essential to sustain progress. When you skip days or weeks, the improvements you might have made quickly fade away. Establish a daily practice regimen you can stick to. If you work a normal day job, practice before you start work if possible. You'll feel good knowing that you've been musically productive before you even begin the workday. However, take one day off each week. The rest will help you maintain a fresh approach to your music.

Don't Overdo It

If you intend to practice for more than an hour a day, work up to it slowly. Don't jump right in with two hours in the morning and



two at night. This can cause permanent damage in the form of tendonitus, carpal tunnel syndrome, or other repetitive stress injuries. These injuries can be debilitating and may never heal. To help avoid them, be sure to warm up every time you sit down to play. If you do feel discomfort while practicing, stop immediately. Don't keep going and think the pain will go away. If you feel pain every time you play, see a doctor.

Privacy

Strive for privacy when you practice. If your environment is quieter at night than in the morning, set aside time in the evening. Let those around you know that this is your time and you're not to be disturbed. Turn off your beeper, don't answer the phone, and stay out of earshot of the TV or stereo. The further you are from the mainstream of household activity, the less likely you are to get distracted. Practicing in private also helps you feel less self-conscious about making mistakes.

Trouble Spots

If you don't make mistakes when you practice, you probably aren't working on the right material. You should be concentrating almost solely on those things that give you trouble. Instead of playing an exercise through from start to finish over and over, play it through once to warm up and then work on the difficult parts. During the warm-up, make note of those places where you miss notes or beats. Then go back and practice all of those trouble spots slowly enough so you can play every note clearly.

Repeat the offending section until you can play it twice without errors. Then increase the speed a little and repeat the section some more until you can play it twice without errors. Continue this way until you can play the exercise up to speed. If after you've increased the speed you find you can't play it without a mistake, slow it down again and repeat the section until you can play it cleanly.

Stay Focused

Practice can sometimes seem like drudgery. Repetition gets boring, and it's easy for your mind to wander when you're playing something over and over. You go into sort of an "autopilot" mode, and your hands move without your brain being engaged. While this is sometimes desirable

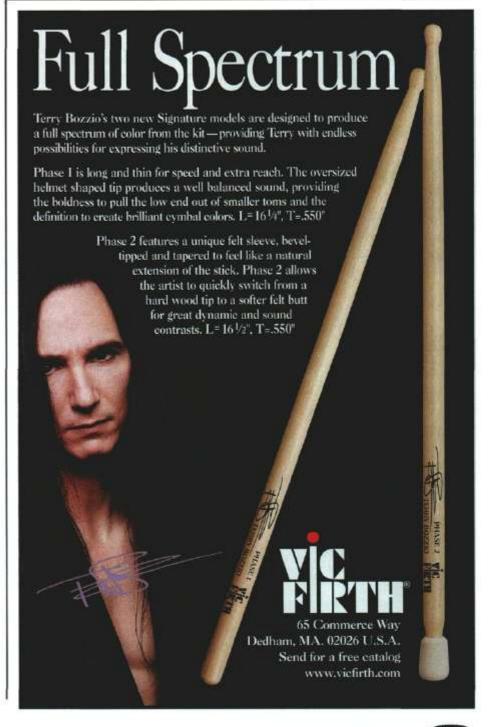
when performing, it can be counterproductive during practice. Stay focused on what you're doing to make sure you're playing everything correctly. If you're playing something wrong over and over, you wind up reinforcing mistakes rather than correcting them. And if while you practice you're wondering what you're going to have for dinner, you aren't fully present for the activity at hand. Stay focused on playing the instrument and making it sound as musical as possible.

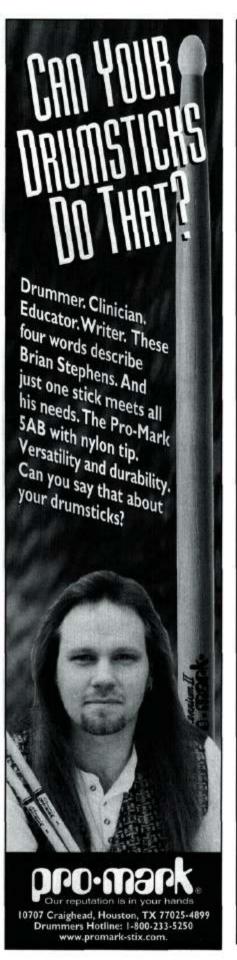
Varying your practice material is another

good way to minimize the monotony of repetition. For example, if you work on concepts A, B, and C on Monday, Wednesday, and Friday, and D, E, and F on Tuesday, Thursday, and Saturday, you won't become as bored with your daily practice.

Time And Technique

If your speech is fractured and difficult to follow, no matter how profound your words, people will have a hard time listening to you. Just as with spoken language, your playing must maintain a natural, rhythmic flow. A





Follow these simple rules to get the most out of your practice time.

- 1. Practice daily, but don't overdo it.
- 2.Don't practice mindlessly. Focus on what you're working on.
- 3. Practice in a private, distraction-free environment.
- 4. Work on the material you find difficult.
- 5.Use a metronome.
- 6. Keep a practice journal.
- 7. Develop good technique.

metronome is the best practice aid available to this end, and it serves a couple of different purposes.

First and foremost, a metronome keeps you playing in time by tapping out an indisputable beat. As long as you listen to it, you'll be right on the money. Secondly, a metronome helps mark your *progress*. When you slow a difficult exercise down, make note of the metronome setting at which you can play it without any mistakes. As you master the exercise, set the speed higher and higher as described earlier. Keep track of your progress by jotting down metronome settings in a practice journal. This helps you keep a record of how fast you played something yesterday, the day

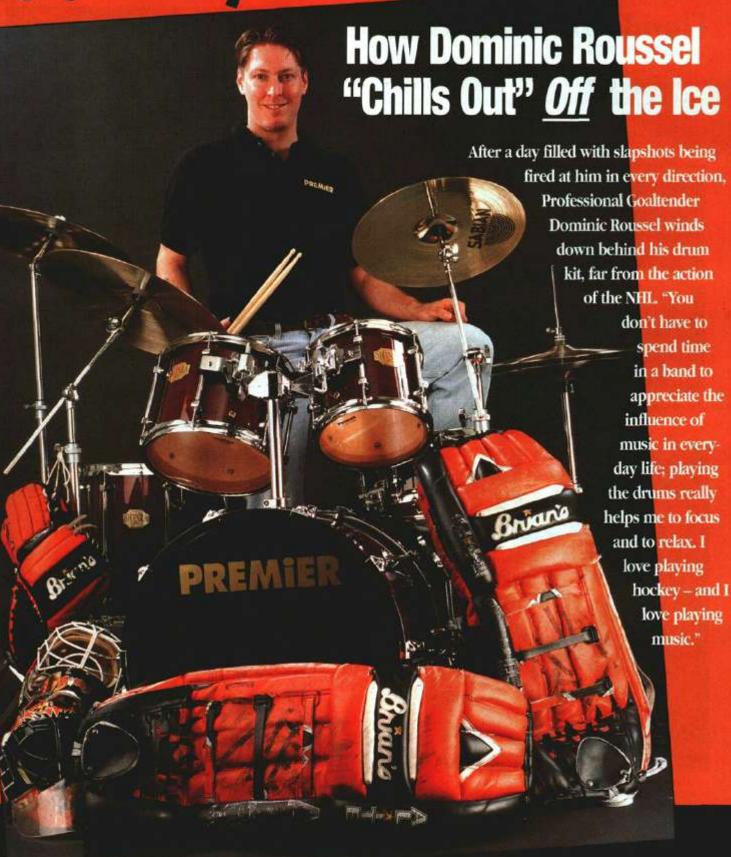
before, last week, etc.

Good technique is the cornerstone of good musicianship. If you form proper habits when you start, you'll set a strong foundation upon which to build. If you form bad habits, you may find that your technique will actually hinder your playing. Breaking old habits is extremely difficult, especially if you've been repeating them for years. Do everything you can up-front, including the guidance of a reputable teacher. Remember, when you practice, you're improving your ability to express yourself musically. Strive to find your instrument's natural voice, and listen for that voice in *everything* you play.



se A Player!





PREMIER

SABIAN

INDUSTRY Happenings

Florida Drum Expo '97 Thoroughbred Music of Tampa and Clearwater, Florida present-

ed its ninth annual Florida Drum Expo last October 5 at the University of South Florida in Tampa. The performance drew a crowd of nearly 1,000 drumming enthusiasts—who were also treated to a consumer products show put on by the various sponsoring manufacturers. Sunday's show was preceded by a variety of activities held in Thoroughbred stores on Saturday. Here are some of the highlights of the weekend.



The inspirational Dom Famularo emceed the event, opening with a blistering display of technique.



Terry Bozzio was almost obscured behind his everexpanding melodic assembly of drums, cymbals, and percussion instruments. Debuting his Sabian Radia cymbals and utilizing a battery of pedals to control remote bass drums, hi-hats, and specialty drums, Terry took the concept of drumming beyond rhythm and groove and into the realm of orchestral composition.



Tool's Danny Carey combined double bass power-playing with outstanding sticking and composition abilities. He also encouraged drummers to expand their horizons to all forms of art in order to gain creative inspiration.



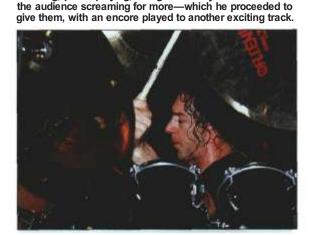
Karl Perazzo (left) and Raul Rekow of the Santana band played individually and together, incorporating skill, passion, and no small amount of humor into their demonstrations of Latin percussion artistry.

"Best Unsigned Drummer" contest winner Tony Medeiros of Indianapolis, Indiana impressed the crowd with his ability to display technique and groove simultaneously. Performing on Horacio Hernandez's kit, Tony also played some impressive left-foot clave patterns.



Master conguero Giovanni Hidalgo (below) added his special blend of musicality and uncanny hand speed to the Latin mix. He was then joined by Santana drummer Horacio Hernandez (bottom). The two percussive masters showed the audience how explosive the combination of Latin percussion and drumset can

be. Horacio also performed his solo wizardry, and then was re-joined by Karl, Raul, and Giovanni for what was billed as "the greatest Latin percussion jam in history.



Simon Phillips opened by playing to a blazing recorded

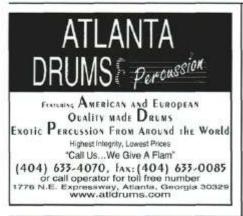
track. Then he settled in for an astounding forty-minute solo that ran the gamut of fancy footwork, rudimental

sticking, power playing, and gentlemanly finesse. He left



In addition to the Sunday Expo performances, Gary Chaffee and Steve Houghton presented drum duets and lessons at Thoroughbred's Tampa store on Saturday. The store's Clearwater location hosted the "Best Unsigned Drummer" finals that same day, in addition to a drumset clinic by Frank Belluci and a Roland V-Drums electronic percussion clinic featuring Steve Fisher.

Sponsors for the Expo performances on Sunday included Audix, Drum Workshop, Gibraltar, LP Music Group, Paiste, Pearl, Premier, Pro-Mark, Regal Tip, Remo, Sabian, Tama, Vic Firth, Yamaha, and Zildjian. Additional Expo supporters included Beato, Big Bang, Evans, Hart Dynamics, HQ Percussion, Humes & Berg, Ludwig, Midco, Rhythm Tech, Roland, Sonor, Toca, Vater, XL Percussion, and Modern Drummer.













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Berklee World Percussion Week '97

The fact that drummers are characters—no matter what culture they're born into—was amply demonstrated at Berklee College of Music's World Percussion Week, held August 12-18. Horacio Hernandez threw down smooth right hand/double pedal chops while sipping from a water bottle

Trichy Sankaran and Jamey Haddad dueled on complex Indian percussion patterns.

held in his left hand. (Now *that's* independence.) Giovanni Hidalgo stole the show with vicious timbale work in the midst of a typically boisterous Arthur Hull-led drum circle. Cuba's Enrique Pla toasted his dedicated drumset students. And Walfredo Reyes Sr. broke into impromptu Vegasstyle crooning. Such moments of levity—along with the remarkable diversity and intensity of the stellar faculty—made for

an unforgettable celebration of our percussive universe (and the ultimate in global holy rackets).

Professor Joe Galeota took us to Ghana with a traditional 6/8 workout. Mohammed Camara shared the complex rhythms of Senegal on djembe. Casey Scheuerell linked old and new traditions in performance with his jazz quartet and in a showcase by the student-based World Percussion Ensemble. Steve Wilkes, Kenwood Dennard, and Roy "Future Man" Woolen delivered stunning electronically

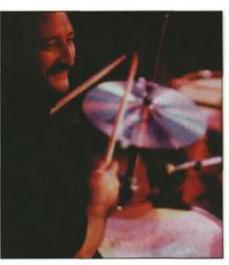
propelled presentations. Jamey Haddad and Trichy Sankaran negotiated a sea of metric modulations in a deadly duel between hadgini and mridangam. And Glen Velez, toting bodhran and riq, imparted his unique brand of fusion frame drumming.

A festival highlight came with special appearances by Roberto Vizcaino, Jose Eladio Amat, and revered Irakere trapsman Enrique Pla, all of whom journeyed direct-

ly from Cuba. The three combined to offer some seriously potent shots of the Afro-Cuban stuff—an unprecedented event in US music education.

The week's concert finale began with Bobby Sanabria, whose traditional Yoruba chant opened the festivities. Strong doses of salsa and samba by Sanabria and Brazilian Pascoal Meirellese set the stage for a reunion between old buddies





Cuban masters Roberto Vizcaino (top) and Enrique Pla generated Latin fire.

Vizcaino and Hernandez. After seven years of politically imposed separation, the two claimed the stage to trade wide smiles and devastating solos, leaving the audience with jaws agape and eyes misty.

An ailing-but-pumped Giovanni Hidalgo jumped on stage, surprising everyone with a last-minute appearance. After unleashing dizzying singles, doubles, and ridiculous Tony Williams-ish flam quintuplets around his fortress of congas (to an uproarious ovation), he yielded to Enrique Pla's special brand of songo. Soon, the entire faculty joined in for an unbridled blow-out jam, led by Victor Mendoza, which brought the camaraderie and polyrhythms of the week to a rousing conclusion.

Seth Cashman

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KOSA **International Percussion** Workshop

The second annual KoSA Percussion Workshop was held this past August 3-10, at Johnson State College in Vermont. Over fifty participants were treated to intimate instruction on their chosen tracks, playing with a rhythm section in residence, drum circles, master classes, and nightly jam sessions. A public concert featuring the entire faculty wrapped up the event.

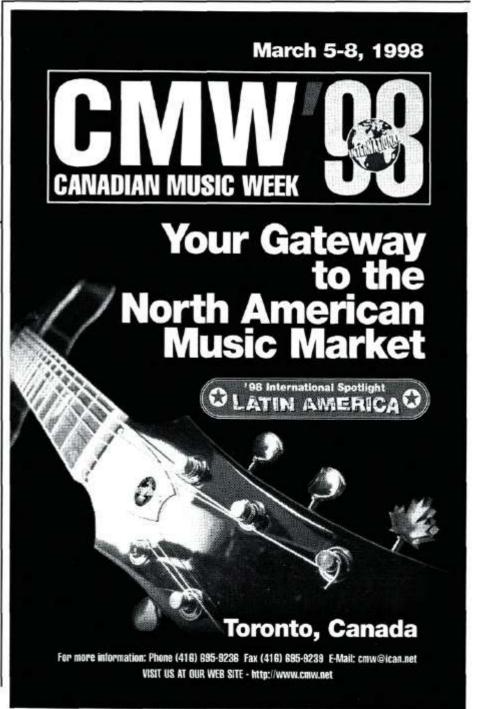
The workshop is the brainchild of KoSA Artistic Director Aldo Mazza, a member of acclaimed percussion ensemble Repercussion (who performed at the event). Other performers and worshop faculty included Ignacio Berroa, David Garibaldi, Dom Famularo, Michael Spiro, Glen Velez, Alessandra Belloni, Gordon Gottlieb, Jeff Salisbury, and African dancer Delphine Pan D6oue.

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For information regarding the 1998 KoSA International Percussion Workshop (August 3-9) write KoSA USA, c/o Aldo Mazza, PO Box 332, Hyde Park, VT 05655-0332, call (800) 541-8401, e-mail: kosa@istar.ca, or check out KoSA's Web site at home.istar.ca/~kosa/homepage.htm.

Alessandra Belloni (center, with large frame drum) led a master class amid the natural beauty of the Vermont countryside.









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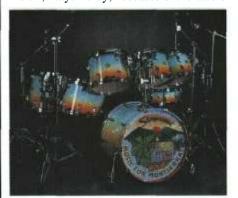
Sabian Cymbals and the Londin Scholarship Board of Directors will present a Larrie Londin Scholarship Day on Saturday, February 21, at Texas Christian University in Fort Worth, Texas. Last year the scholarship committee paid out over \$3,000 to fourteen young individuals for the continuation of their percussion studies.

The Scholarship Day will feature five world-renowned drummers, both in clinic and as guest artists during an evening concert with the Texas Christian University jazz band. Terry Bozzio and Dom Famularo are slated to appear; others will be announced shortly. There will be no charge for the event, but donations of any amount will be welcomed, and will go to the Scholarship Fund.

For further information write to Londin Scholarship Day, c/o Sabian Ltd., Meductic, NB Canada EOH 1LO, fax: (506) 272-2081, e-mail: sabian@sabian.com.

Slingerland Supports Music For Montserrat

In an effort to support George Martin's *Music For Montserrat* benefit concert (held this past September 15), Slingerland Drums contributed a custom-painted *Studio King* drumkit for use by the show's drummer. The artwork was created by Slingerland finish artist Pat Foley, who has personal connections to the volcano-beleaguered island. "I'm also a friend of George Martin," says Foley, "because of the studio



he used to operate there. I wanted to do what I could to help the people of the island, who have lost so much. So we sent this drumkit—along with two special Gibson guitars—to be played at the show and then auctioned off at Sotheby's to raise additional money."

The concert, held at the Royal Albert Hall and broadcast world-wide, featured Paul McCartney, Elton John, Eric Clapton, Sting, Mark Knopfler, Phil Collins, Jimmy Buffett, and other special guests. The band was anchored by ace British studio drummer Ian Thomas.

Eddie Tuduri Benefit Fund Established

Drummer, music business entrepreneur, and charity event organizer Eddie Tuduri was seriously injured while body surfing at Carpinteria Beach, California this past September 6. Forced to the ocean floor by an unusually strong wave, Tuduri found himself paralyzed and under several feet of water. He somehow made it to shore and was found by a beach-goer some time later.

Following the accident, Eddie underwent emergency surgery, in which bone from his hip was used to fuse three vertebrae together. His paralysis has reversed somewhat, but it will be some time before doctors know if a full recovery will be possible.

Tuduri has played on over forty albums, and has performed with artists including the Beach Boys, Dwight Yoakam, Marianne Faithfull, and Del Shannon. He most recently performed with Jim Messina, and played on Messina's latest CD, *Watching The River Flow*.

Over the past several years Tuduri has organized numerous concert events to raise funds for UNICEF and for many individuals in need of emergency assistance. His drive to help others continued during his month-long stay in physical rehabilitation, where he organized and conducted a drum circle to enhance the recovery of his fellow patients. Unfortunately, Eddie has no insurance to cover his own medical costs. Those wishing to help can send donations to the Eddie Tuduri Fund, PO Box 458, Golita, CA 93160.



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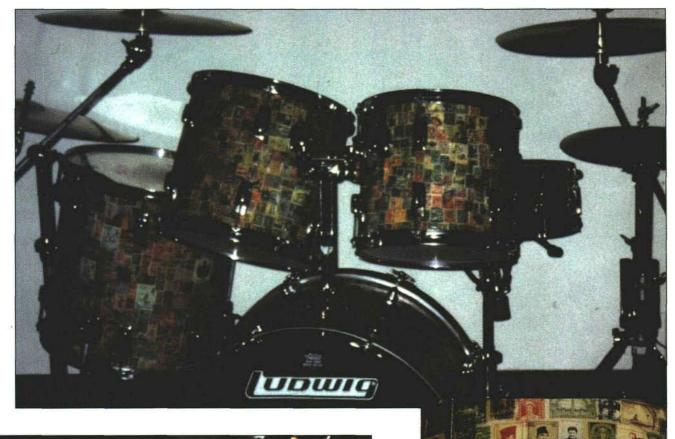
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Inside Back Cover

Precision Drum Co.

Percussive Arts Society

DRUMKIT OF THE Month





7 e've heard of drummers playing on "postage-stampsized" stages, but we've never heard of anybody playing on a "postage-stamp" *kit*. Until now, that is. Darin Grouse of Syracuse, New York stripped the hardware and the original silver sparkle covering from the shells of his Ludwig kit. Then he glued hundreds of postage stamps—one at a time—to the shells. The stamps date from the late 1800s to the 1930s, and come from the US, Canada, England, Germany, Japan, China, Australia, and other countries from around the world.

After all the stamps were in place, Darin covered them with three coats of clear lacquer. After re-installing the hardware and heads, Darin gave the kit his "stamp" of approval. Now, neither rain, nor sleet, nor snow, nor gloom of night can stay this drummer from the swift completion of his appointed...well, you get the picture.

PHOTO REQUIREMENTS

 Photos must be high-quality and in color. 35mm slides are preferred; color prints will be considered; Polaroids not accepted. 2. You may send more than one view of the kit. 3. Only show drums, no people. 4. Shoot drums against a neutral background. Avoid "busy" backgrounds. S. Clearly highlight special attributes of your kit. Send photo(s) to; Drumkit Of The Month, Modern Drummer, 12 Old Bridge Road, Cedar Grove, NJ 07009-1288. Photos cannot be returned.





